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SUPER PLAY

ISSUE 28
FEBRUARY 1995

REVIEWED!

CANNON FODDER
RISE OF THE ROBOTS
KIRBY'S TEE SHOT
CLAYFIGHTER 2
POWERSLIDE

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LET BATTLE COMMENCE!

Can Samurai Spirits succeed where all other beat-'em-ups have failed?

A Bee Team Production

FANTASY QUEST •P14
The latest news on Dragon Quest VI

LIVE FROM HELL CITY •P26
Find out about the elite school for game designers

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AD Police, Genocyber and Genesis Survivor Gaiarth reviewed

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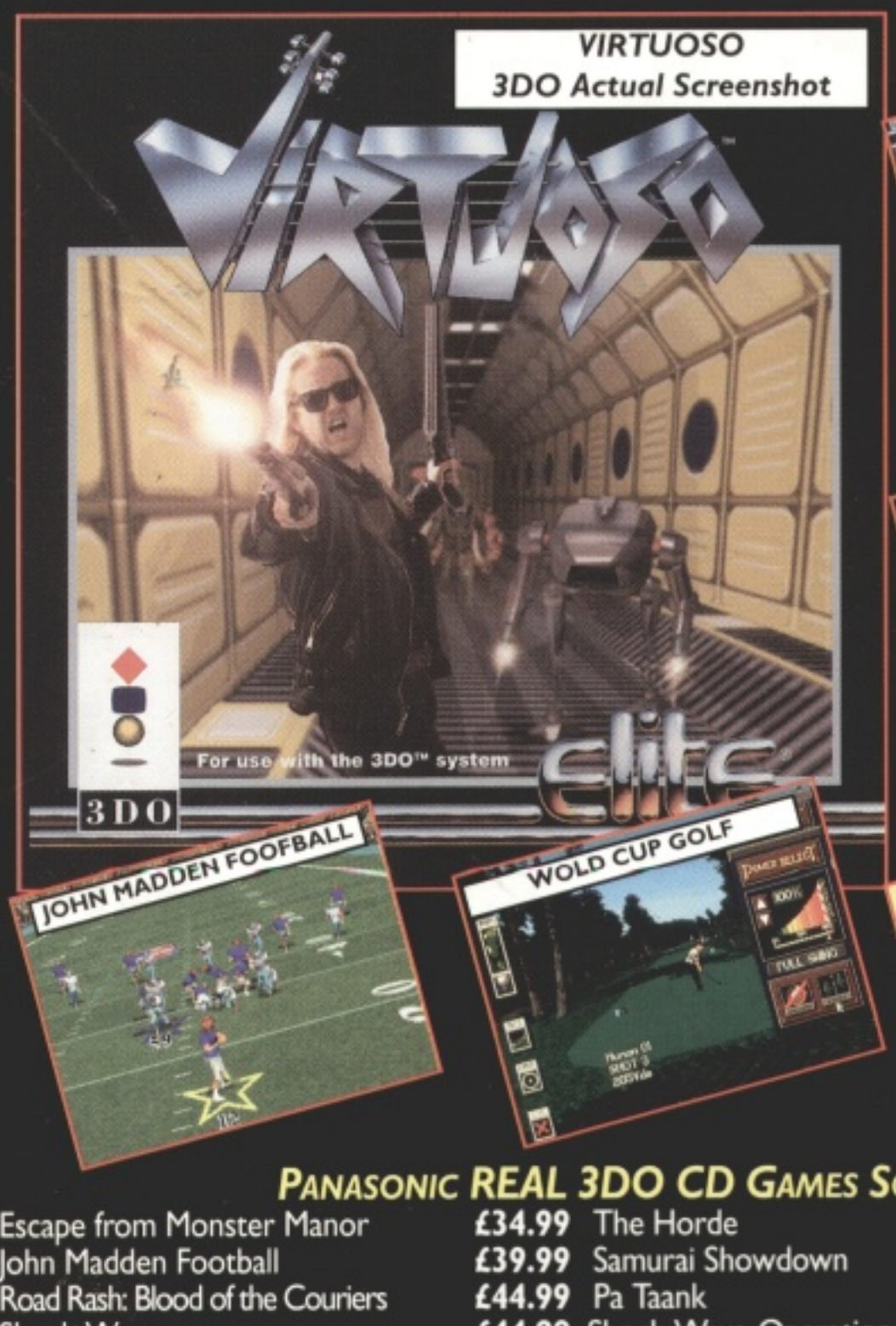

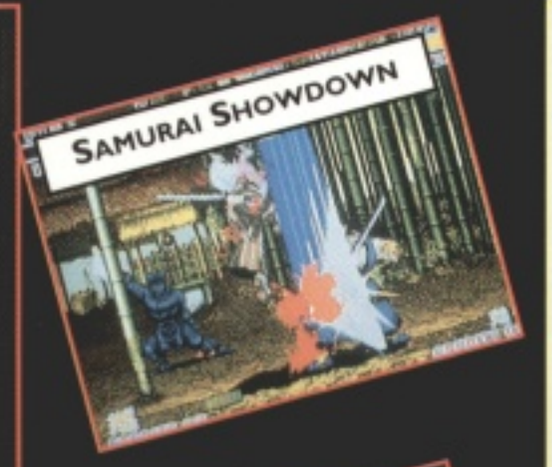

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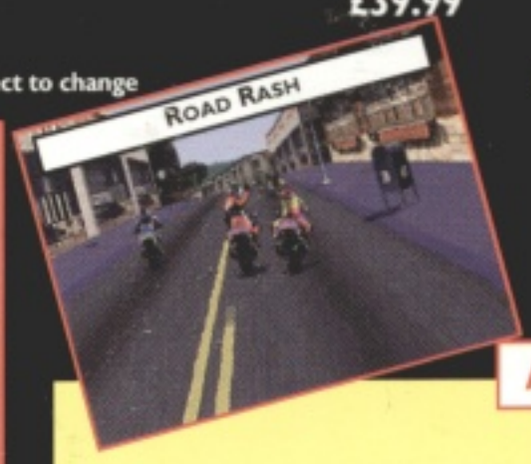

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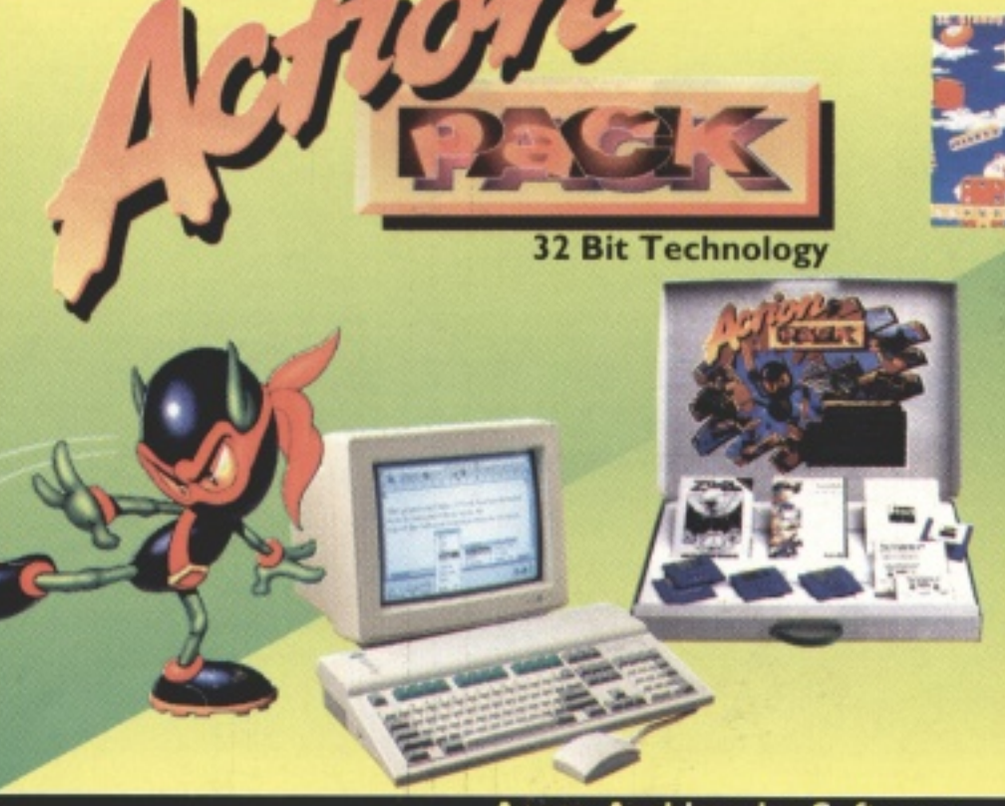

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"CANNON FODDER IS COMPLETELY EXCELLENT" SEGA MAGAZINE 92%

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Super Play

February 1995 Issue 28

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SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

Everybody at *Super Play* has had a go at *Samurai Spirits* this month. Most of us had actually seen and played the game on other formats before, and we had high hopes for the game, especially as it comes onto a 32 meg cart.

And it is a jolly good game, but we're all agreed that it can't quite topple *Super Street Fighter II*. So what's the problem with beat-'em-ups? Why can't Takara (or anyone else) look at the *SFII* range of games and determinedly try to beat them? *Samurai Spirits* has got loads in it which you won't find anywhere else. For example, there are tons of magic moves and special attacks which even put *Street Fighter* to shame. But overall the fighting doesn't balance as well, and the game isn't quite as good to play.

So we're still waiting for the game which takes the beat-'em-up world by storm. It's got to be out there somewhere, nearing completion as we speak. And when we get hold of it, we'll be devoting virtually the whole of *Super Play* to the blasted thing.

We're also starting the biggest guide of all – *Donkey Kong Country*. With 100 levels, it's going to take a while to do in depth, but we've got the boy Jevons working full-time on the job, so don't worry – that game will be yours in its entirety!

And finally, *Cannon Fodder* deserves a few lines. We were impressed with this. It shows that anything the Amiga can do well, the SNES can handle with ease. But there's no denying that it's a frustrating, tricky game and you do need a big pile of luck if you're going to get through it with your squad in one piece. Which brings us to ask – luck in games – is there a place for it? We don't know, so if you've got an opinion, please write to *Playback* and we'll get a debate going. Until then, have a decent time and enjoy this issue of *Super Play!*

James Leach

James Leach, Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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More news than ITN and Reuters put together! And that's a fact. Even though it's not strictly true. Still, loads of news. On the SNES, in fact.

GAMEFREAK 62

Sir Thomas More may be the Man For All Seasons, but surely he'd be hard-put to answer your technical and gaming queries in this section, wouldn't he? Chiefly because he's dead.

MODE 7 68

This month Sharon Stone gives out tips and hints on many things. In New Yorker magazine, though. *Super Play,* however, is stuck with Allan Brett churning out his usual useful stuff.

SUPERMARKET 72

A discount warehouse full of surprises for all the family. Pick up bargains and deals galore in what's generally the most talked-about section of *Super Play*. And has been for some time now.

PLAY BACK 74

Did you write to us? Your letter's probably here, then. If it isn't, then it's obviously unexciting, and you should write with more flair. Read some William Burroughs for ideas.

WHAT CART? 78

The What Cart? machine rumbles on, crushing every cartridge on the SNES ever made in its path. Not even carts made from kevlar and titanium escape its heavy rollers. Sorry.

BACK ISSUES 82

Tom Hanks phoned us recently to ask for a copy of Issue 12. Apparently he wanted the *Street Fighter II Turbo* guide we taped to the front. But because he didn't say please, we turned him down.

IRRESPONSIBLE PICTURES 92

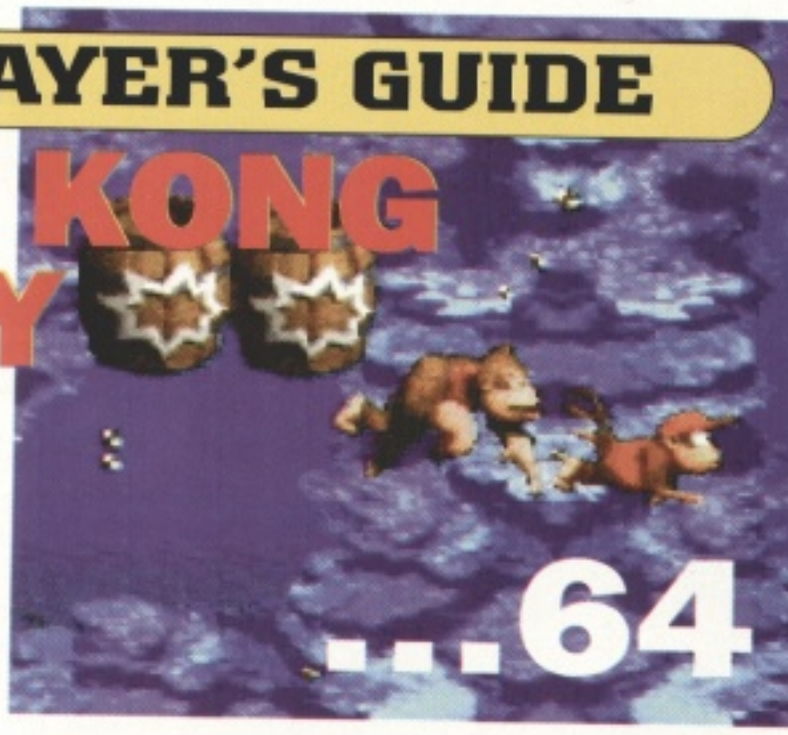
More film news. If Barry Norman ever wanted to write this section for us, we'd refuse, because our film news is probably better than his. More anime-based, certainly.

ABC: 37,442*
Super Play's circulation – measured by the Audit Bureau of Circulation

SUPER PLAYER'S GUIDE

DONKEY KONG COUNTRY

Yes, you too can squeeze every ounce of goodness from this masterful game with our kicking guide.



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CANNON FODDER INTERVIEW

Find out exactly what makes the creators of *Cannon Fodder* tick! Read with alarm why the Nintendo version turned out the way it did.

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CANNON FODDER

At last – massive amounts of war-like firepower on your SNES. But does it cut the mustard-gas? And will the review contain puns as bad as that? Find out on 30.

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A Bee Team Production

ISSUE 28
FEBRUARY 1995

SAMURAI SPIRITS

Is it time for *Super Street Fighter II* to take a sound beating from another 32Meg monster? Turn with indecent haste to page...

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CLAYFIGHTER 2

Subtitled *C2: Judgement Clay,* amusingly, this is another fighting game to stir your pants and rock your sinuses. How good, though, is it?

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KIRBY'S TEE SHOT

Nintendo are back. Not that they ever really went away... But this is another in their ever-more-packed release schedule. We want to know, 'Would Hugh Grant like it?'

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POWER DRIVE

Micro Machines is great, but does this chap stand a chance? It's a possibility. Although rather a slim possibility, we grant you.

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SUPER PLAY PROFILES

It's Valentine's and that. So here's what we love.

James Leach

I'm in love with my:
Kawasaki. And private health policy.
Chiefly because:
It's exciting, dangerous and impresses girls.
The down-side is:
You get wet, you can't carry luggage and, though it impresses girls, they hate going round corners on it.

Ollie Alderton

I'm in love with my:
Comic collection.
Chiefly because:
Some of them are worth a small fortune. The rarest are the *Mighty World of Marvel* series.
The down-side is:
Some people don't share my passion. And some of the comics are foreign, so I can't read them.

Debs Cook

I'm in love with my:
Flat.
Chiefly because:
It's cosy, warm and near Van Morrison's house.
The down-side is:
It's flooded. The roof broke and my bed, telly, video and, in fact, everything got totally soaked. It was, as they say, a large bummer.

Zy Nicholson

I'm in love with my:
Postcard collection.
Chiefly because:
It's a post-modern collage of popular cultural reference, of course.
The down-side is:
I never get to send them to anyone. Instead I have to buy black cards with the legend 'Bath at Night' printed on them.

Wil Overton

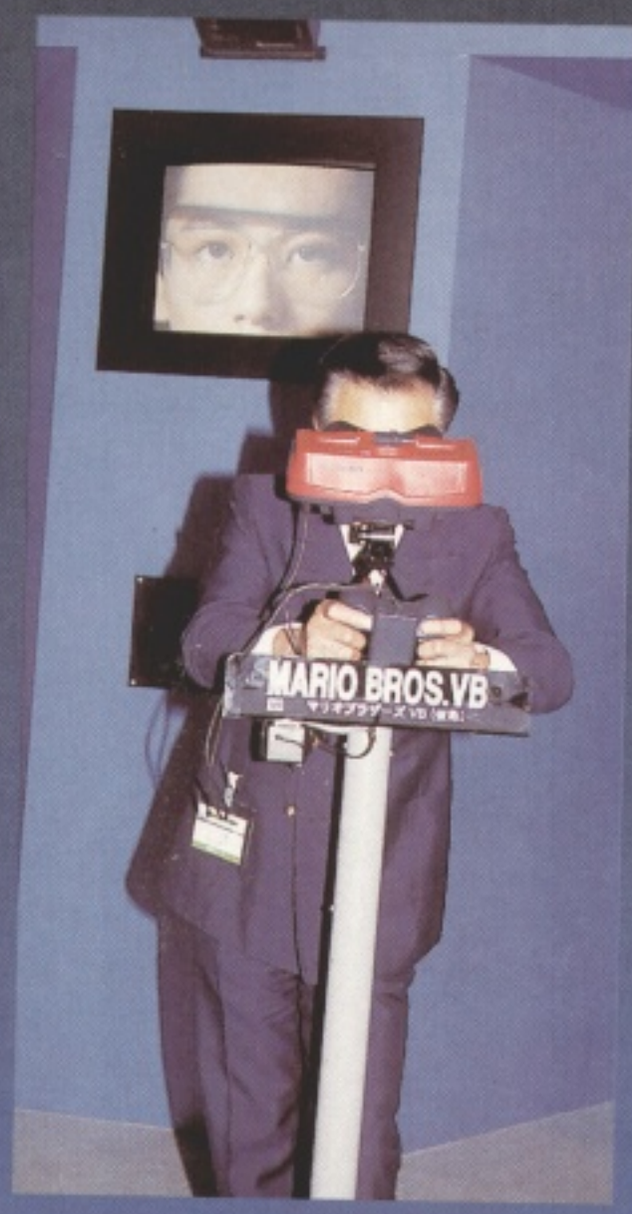
I'm in love with my:
Beavis and Butthead.
Chiefly because:
I couldn't think of anything else.
The down-side is:
I wish I'd chosen something less stupid now. I mean, what will people think, seeing me with these stupid dolls? They'll think I'm daft.

SUPER

NEWS NETWORK SUPER NINTENDO

VIRTUAL BOY: THE FACTS

After last month's press-stopping news on the Virtual Boy, *Super Play* brings you the in-depth story on their latest console. You'd better sit down before reading this...



Shoshinkai was always going to be one of the most fascinating shows of the year for Nintendo, but this proved 'interesting' for all the wrong reasons. Foremost on the minds of attendees was the new hardware they would be previewing but, sadly, the company presented no finished version of the Ultra 64 – even though it was supposed to be ahead of schedule, and Shoshinkai had been pencilled in for a demonstration – and no new software for the 64-bit next generation machine.

The main feature of the show was the presentation of their new and mysterious Virtual Reality hardware, previously called the VR32. The 32-bit console, now bearing the title 'Virtual Boy', was composed of three main parts: a mask, a tripod and a joypad. The mask, or 'ViewMaster' as it has been dubbed, contains two LED screens, with a dual speaker arrangement for stereo sound. Fixtures on the mask provide for straps, so that it can be worn on the head, but this version was mounted on a short lab-style tripod designed for viewing whilst seated at a desk or table.

Hunched over a desk with your head in a box isn't the most comfortable posture for playing games, frankly.

EXPRESS

NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER

The machine's graphics have a severely antiquated look. Could the Virtual Boy be the Vectrex of the '90s?

The joypad of the Virtual Boy resembles that of the PlayStation, but with large grips and two D-pads (note the trademark Nintendo colours of the four buttons). This section also holds both the game cartridge and the batteries, and has a cable port that allows it to be linked to another VB for head-to-head games.

Unfortunately, the primitive graphics of the VB took everybody by surprise: developed in collaboration with an American company, the fixed red-on-black monochrome display was only three-dimensional in the sense that it had many planes of depth,and very little to do with genuine virtual reality. Despite the high resolution and some perspective-related sprite scaling (objects get smaller as they move into the screen, away from you, and can disappear 'behind' other objects), it's hard to tell where the 32-bit RISC processor is involved. Staring through a pair of polarised goggles and straining to see the 3D effect takes effort too, and induced headache and eyestrain in our determined journalist after just 20 minutes.

As we reported last month, three games developed by Nintendo themselves were previewed. *Space Pinball*, *Teleroboxer* and *Mario Bros VB* will be available for the system when it is launched. No third party support has been announced... See our full show report on page 22 for more details of these games.

A *Mario* game was always on the cards, but we're not itching to play this particular Virtual Boy update.

Virtual Boy will be released in Japan in April at a special price of ¥19,800 (£127), about twice the cost of a SNES cartridge. Nintendo has boldly forecast sales of 3,000,000 VB units and 14,000,000 VB cartridges in its first year, which sounds wildly optimistic in the face of competition from Sega's Saturn and Sony's PlayStation.

Will you see business executives playing with their Veebies on the train? We think not. Ever.

SUPER PLAY COMMENTS

We can't honestly say we're pleased with the VB here at *Super Play*. It's a retrogressive novelty that should have stayed in the R&D1 lab, and it certainly won't attract the sort of attention Nintendo wanted. In fact, we'll be very interested in seeing the response to the VB from Nintendo's official publications worldwide.

It's not unfair to suggest that, with their claims of Virtual Reality and 32-bit RISC technology, Nintendo led the gameplaying world to expect considerably more than the VB delivers. Everybody was waiting for a piece of kit able to compete with the Saturn or the PlayStation, the first shipments of which sold out on pre-order in Japan. But this latest gimmick (about as portable as a 12" television, despite a last-minute attempt to relate it to the Game Boy) would have had trouble raising eyebrows five years ago. This has to be their biggest mistake so far, worse than the Robotic Operating Buddy for the NES, and both Sony and Sega must be having a good chuckle at their rival's expense. Given the sales figures predicted by Nintendo of Japan, they are likely to be as disappointed as we were.

But let's not allow the VB to obscure the finer points of Shoshinkai: software of the calibre of *Chrono Trigger* and *Tale Phantasia*, news of a Shigs collaboration on Ultra 64 and scores of new SFC software on the way. Tasty sweets for, dare we say it, the 16-bit machine you already possess.

The mask itself, with recess for batteries.

Sorry. Expecting a 3D image to work as a 2D screenshot was a tad ambitious, but you can just make out the clenched fists of your sparring partner in *Teleroboxer*.

VIRTUAL BOY SPECS

Processor: 32-bit RISC CPU.
Display: RTI (Reflection Technology Inc.) system stereoscopic LED screens.
Graphics: monochrome (red on black) with four shades of red available. Apparent planes of depth rather than genuine Virtual Reality.
Power Source: standard Super Famicom power supply or 6 AA batteries, giving seven hours portable play.
Sound: two-channel stereo (similar to GB sound chip).
Format: cartridges, holding 8, 16, 24 or 32 megabits of ROM

BATTLE IN THE FUTURE ZONE

Chunners and Vega are in deep trouble if they wake up that 50ft Gautama Buddha.

If you want to buy the official UK version of *Super Street Fighter II: The New Challengers* then you'll need to get down to your nearest branch of Future Zone, as the canny High Street chain has signed an exclusive deal with Nintendo for its entire stock of PAL cartridges. Wisely so, it appears, as this latest entry in the series of arcade-to-SNES conversions by Capcom has been selling extremely well over the past few weeks.

Since it's one of the biggest and most chip-heavy games on the SNES with a cartridge ROM of some 32 megabits, *SSFII* is selling for the above-average price of £59.99. But that hasn't deterred Super Nintendo owners eager to play the highly-rated beat-'em-up in their own home, and the game is selling in excess of all predictions. Future Zone boss Tony Pickup explained that it was a better deal than buying on import, as Japanese editions of the game fetched £80-£100 over the Summer. Having the exclusive deal also helped to bring the price down: 'It is more than we usually sell our exclusive products for, but we believe that if it had gone through normal third party channels, it would have been even more expensive.'*

Nintendo UK had previously expressed its lack of interest in releasing the game, after disappointing sales of *SFII Turbo* and obvious competition from the likes of *Mortal Kombat II*. Fortunately it relented, and this latest news bodes well for future releases of Japanese and US games in PAL format through Nintendo itself. Although the company has effectively concentrated its advertising efforts on *Donkey Kong Country* over Christmas, its other yuletide goodies have demonstrated a deserved share of success. Secret of Mana slipped into the gallup charts in its first week, and Future Zone's success shows that the popularity of the *Street Fighter* series is undiminished.

*Quoted from CTW 517.

MERCHANDISE OF THE MONTH

Nothing sums up the fast and easy world of the Japanese consumer better than the vending machine. It's as if every public square or doorway in Tokyo is opportunely equipped to sell some manner of wares, desirable or otherwise, to the casual passerby.

And if we're talking desirables, then take a peek at these 36mm figures of Cayenn and Edgar from *Final Fantasy III*. Each one pops out of a Kinder-style plastic egg, and it's possible to collect the entire set of party members from the game. Frank O'Connor of *Ultimate Future Games* thoughtfully picked them up for us whilst on a business trip, and we reckon they make perfect Mac-top ornaments.

Unfortunately he only bought these two, so there was a bit of a scrap in the *Super Play* offices to decide possession. If you see any tidy game-related merchandise on your travels then send it in to us and we'll share your discovery with the SNES-owning world.

Cayenn and Edgar search their heads for the dread numbers. Below: The tiny vending egglet from which they were hatched.

HI-TEN MARIO WORLD

You need balls to play the latest *Mario* game. Sadly it won't work with your SNES – unless you don't object to luzzing it down a polished wooden chute, that is – as its creators hope to lure the gameplaying *otaku* away from their favourite machines and into the lanes of Tokyo by drawing on the moustachioed Italian plumber and his hard-shelled foes.

Developed by Branswick Japan, *Mario Bowl* is a scoring system that will début shortly in ten-pin bowling alleys throughout Tokyo. It's a bit livelier than traditional points management software, though: score a strike and a character from the *Mario* games will appear on the screen above your aisle and congratulate you on your playing skills. Like the *Mario* games, it also contains some hidden bonuses – for example, you can gain extra points by repeatedly achieving the same score in every round. Whether *Mario Bowl* can score a strike anywhere else in the world remains to be seen.

Plenty of animations liven up the business of scoring. Even Bowser has a bit of a jig about on screen.

Bowl, Mario! Bowl like the haircuts of the Stone Roses!

Chaos Reigns

Legend

"Skillfully crafted with some cracking graphics"

SUPERPLAY

SONY ELECTRONIC PUBLISHING

ARCADE ZONE

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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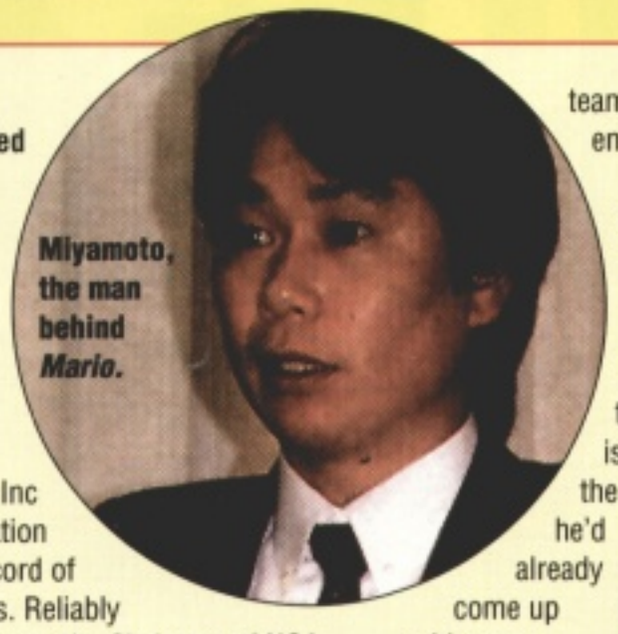
SUPER NINTENDO ENTERTAINMENT SYSTEM

Interplay

SHIGERU MIYAMOTO HEADS FOR 3D PARADISE

Nintendo of America (NoA) has announced that Shigeru Miyamoto, creator of the *Mario* and *Zelda* games, is now working with American simulation experts to create a real-time 3D Ultra 64 game.



Miyamoto, the man behind *Mario*.

Paradigm Simulation Inc is a Dallas-based organisation with a significant track record of work with Silicon Graphics. Reliably effusive on all such occasions, the Chairman of NOA, Howard Lincoln, issued a press release that stated: 'they'll be able to develop a game to maximise the capabilities of the Nintendo Ultra 64 system.'

Paradigm's staff will be working directly with Shigs and his Japanese research team, but details of the game remain a close-kept secret. Currently under production, it's scheduled to be finished later on this year. With perhaps even more enthusiasm than Lincoln displayed, Ron Toupal, president of Paradigm offered: 'We're honoured to be working with Mr Miyamoto's team, true geniuses in the world of home entertainment.'

Super Play is expecting the 64-bit software to be something along the lines of the SNES classic *Pilotwings*, which has been the subject of Ultra 64-related rumours for some time. When we interviewed the talented games designer some issues ago, he expressed his love for the stunt aviation sim and hinted that he'd already come up with some ideas for a sequel. The 3D texture-mapped capacities of the super-console would be perfectly suited to such an endeavour.

Both *Pilotwings* and *Starfox* have hinted at the interests of Shigs and his homies...

... and *Pilotwings* would suit the Ultra perfectly.

After all, Mode 7 is used to imitate the 3D effects at which Ultra 64 will excel.

FINAL FAILURE

If you've got a PAL machine and adaptor and were thinking of getting an import version of *Final Fantasy III*, the chart-topping RPG in both America and Japan, then we've got some bad news for you. Although the game seems to run perfectly well for some time, the graphics begin to glitch about ten hours in (on the battery save-point) and the whole thing crashes irretrievably a little further on. Many people have obtained refunds from importers but, unless you have an American NTSC SNES, we recommend you steer clear. As yet we've not found any adaptor that can overcome this problem. We don't believe it's a deliberate protection measure: it's far more likely to be related to peculiarities in the coding of the game, with which the poor old 50Hz UK SNES can't cope.

Although we try to let you know about such problems in the course of the review, we must reiterate that it's impossible for us to play through every version of every game on every machine through every adaptor (in the case of *FFIII*, with 80 hours gameplay or more, it would have meant employing somebody full-time for two months just to test the one game fully...). Always check with the retailer if they've heard of any compatibility problems before parting with your cash.

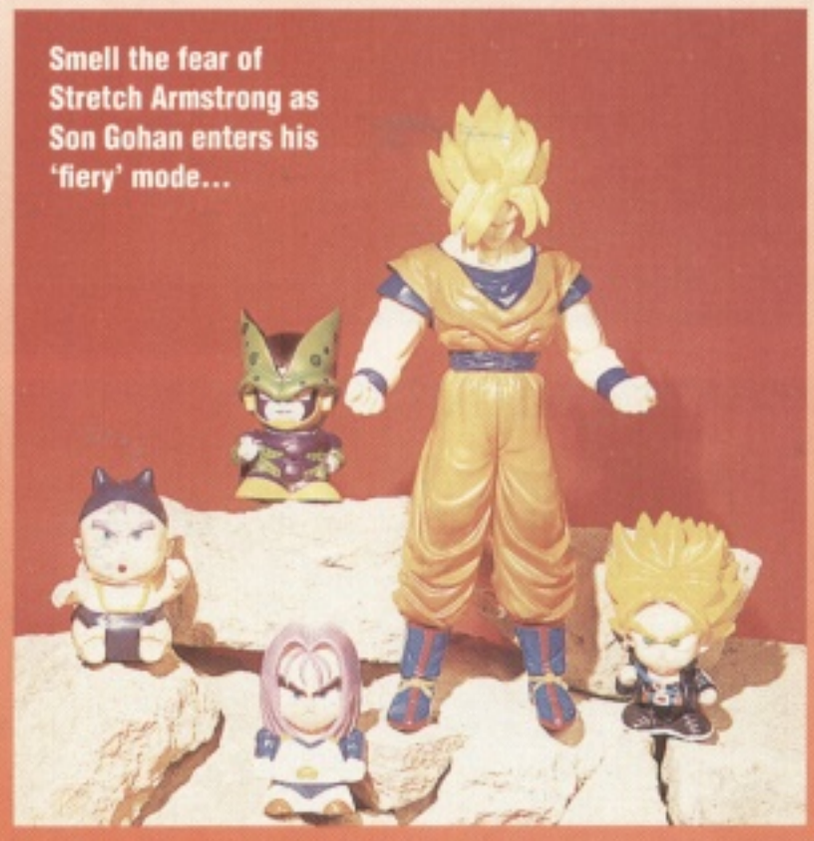
We know this will disappoint many of you, but Nintendo UK has a deal with Square of America which enables them to bring the translated versions of Square's RPGs over here. The recent success of *Secret Of Mana* must surely convince them to consider *FFIII* seriously. In the meantime you can send your pleas for more RPGs to the *Super Play* offices, and we'll pass them on to Nintendo UK. Mark your letters 'RPG Demand'.

Terra's magitek armour – no go at 50Hz.

We're now praying that the UK version of the Ultra 64 will include a switch to overcome that squashed TV image with ugly black borders.

INJECTION-MOULDED TRUNKS

We've seen quite a few episodes of *Dragon Ball Z* in our time, and every single one of them was concerned with super-powered humanoids chucking each other through mountains or summoning their last reserves of energy to project a fireball the size of a bungalow. But we still don't understand just why it's so incredibly popular with some fans. When the *Dragon Ball Z 3* game first appeared at software shows in Tokyo, children as young as seven were queuing up for 45 minutes at a time to play it for a meagre two minutes.



Smell the fear of Stretch Armstrong as Son Gohan enters his 'fiery' mode...

Still, if *Dragon Ball Z* is your kind of thing then you can get hold of the game, the collector's cards and the merchandise from Project K on: (01850) 911682. Our Ollie's been hogging these plastic SD figures from *Dragon Ball Z* and Yu-Yu Hakusho for some time now, but a cunningly-laid trail of Fantastic Four rare editions lured him away long enough for us to get this snapshot.

FANTA

Just for once, we're not raving about Square games – because Enix is fighting back. We examine their latest release...

Left: Pino's been left all alone (sob). But Tinker will lead him into the action.

Despite our initial impressions, there's no mouse option here. The joypad's used to manipulate Tinker.

ALBERT ODYSSEY II

SUNSOFT ● 16 meg + BB

Like its predecessor, *Albert Odyssey* is a strategy RPG with the emphasis on tactics rather than storyline. In the ten years since our hero Albert fought against Oswald in the first part of the Odyssey, the kingdom of Dainiji has been free of war. But the troops of Belina invade the neighbouring kingdom of Rukuleman, and the scene is set for a spot of 'power-gaming'.

Power-gaming is a concept that comes from traditional paper-&-dice roleplaying. It describes that aspect of the game where

Right: Let me through!

No luck for action fans here: the battle scenes use simplified statistics and menu options to resolve the outcome of any violent brouhaha.

SY QUEST

by Nic de Costanzo and Zy Nicholson

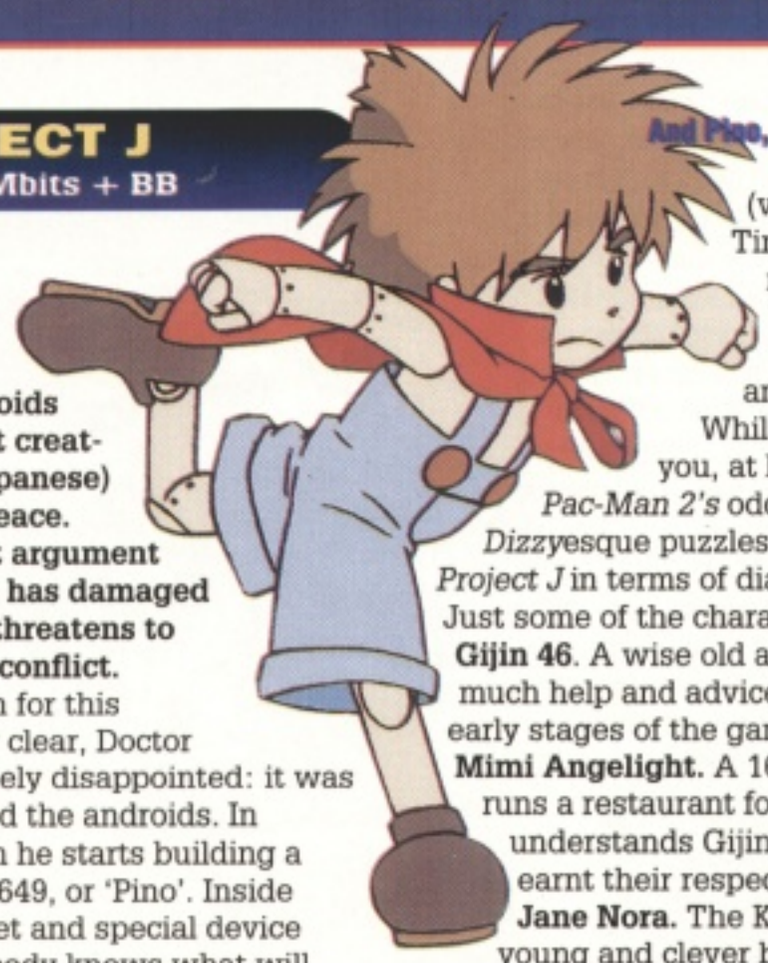
PROJECT J

ENIX ● 24 Mbits + BB

The game takes place on Kolulo Island, the 'round' island, where both humans and androids (half-human, half-robot creatures called 'gijin' in Japanese) have always lived in peace. Unfortunately, a recent argument between the two races has damaged their relationship and threatens to escalate into a serious conflict.

Although the reason for this opposition isn't entirely clear, Doctor Jebet Lamarq is extremely disappointed: it was he, after all, who created the androids. In response to the problem he starts building a new android, Gijin no 4649, or 'Pino'. Inside Pino there exists a secret and special device known as Circuit J. Nobody knows what will happen when Circuit J is activated, but according to Doctor Jebet it will solve the dispute once and for all.

Of course, it's just before Pino is completed and the circuit activated that Jebet is kidnapped by soldiers of Kolulo Castle. Pino's left alone with Tinker, an interface robot made to communicate with Pino, and that's where the game begins. Tinker resembles a big *Zelda* fairy



And Pino, like *Pinocchio*, eh?

(very much like Tinkerbell) and the player moves Tinker around the screen to 'advise' Pino on where to go and what to do.

Whilst this might remind you, at least superficially, of *Pac-Man 2's* odd style of gameplay and *Dizzy*esque puzzles, there's rather more to *Project J* in terms of dialogue and storyline. Just some of the characters you'll meet:

Gijin 46. A wise old android who will offer much help and advice, especially in the early stages of the game.

Mimi Angelight. A 16-year-old woman who runs a restaurant for Gijin. She understands Gijin very well and has earnt their respect over the years.

Jane Nora. The King's bodyguard, she is young and clever but will cause endless trouble for Pino when he tries to meet the King.

Mesala. The King's advisor, and as scheming viziers go he's pretty wicked. He hates Gijin, and wouldn't hesitate to kill them in the name of Kolulo.

Princess Tiffany. She'd like to meet some Gijin and understand the political situation better, but Mesala keeps her locked up in the castle. Told you he was wicked. Maybe, if Pino could reach her, she'd help him?

King Kolulo the Third. Although he has an interest in machines and industry, his opinions of Gijin have been warped by Mesala's slander.

Tinker – like Tinkerbell in *Peter Pan*, and that Roberts girl in *Hook*? I see...

Not having Panto, the Japanese won't understand our fears of a game drawing on Peter Pan and Pinocchio.

DOUBLE TAKE

The most eagerly-awaited Enix game of the coming year – for the Japanese, at least – is *Dragon Quest VI*, the latest instalment in the company's RPG series. But problems have beset the project from the outset, and as yet a release date hasn't been finalised.

Rivalry with Square, in particular, seems to have caused a few headaches for Enix. So we were especially fascinated to see the latest promotional material for the game. The scene on the top is from *DQVI*: the scene on the bottom is from Square's *Chrono Trigger*. Déjà vu?

For more news on *DQVI*, see our show report on page 22.

... and around a campfire?

***Project J* will be released in Japan as this magazine hits the shelves. If it's successful enough then expect, at the very least, a US translation.**

you can feel rewarded simply by improving your character's skills, magic, offensive power, equipment or levels: a power trip or a power-up thrill, if you like. When you lead your party out of Dainiji in *Albert Odyssey 2*, you're presented with a small skirmish wargame and can manoeuvre your fighters into battle with enemy units. Defeat them and you will not only gain in skill and experience but can claim their weapons and armour for yourself – allowing you to take on bigger enemies with better rewards, ad infinitum.

Whilst it features some beautifully-crafted villages, *Albert Odyssey 2's* appeal is limited to the hardcore minority of strategy fans. And since console strategy game equals sales disaster in the minds of Western software houses, don't freeze your assets

As with most RPGs, your party grows 50 feet high upon leaving town.

A firm grasp of European architecture, or some tidy graphics?

FANHUNTER

YOU'LL FIND NO FINER FANZINES

By Zy Nicholson

Pity the poor photocopier in the local library, for it has been worked to exhaustion by this month's fan-eds...

It's my solemn duty to inform you that the first issue of *VERSUS* is, without a doubt, one of the scuzziest, greasiest, filthiest looking mags to make its sodden mark on my desk. The ideal first fanzine, no less, and if you can hold your breakfast down long enough to withstand photocopied dot-matrix, handwritten team profiles and the faint smell of elderberries then take a peek. You've probably guessed the zine's remit from its name, but Philip Dolbear explains further: 'As you can see, our fanzine is devoted to beat-'em-ups, although we will have a few reviews on shoot-'em-ups and the like. We DON'T and will NEVER do platformers, as the entire *VS* team hates them with a passion.' I'm sure I'm not the only one who can warm to such sentiments. What you get with issue one is an *MKII* review and guide to their favourite characters, plus the team's hints on playing Honda and Ryu. Next month's edition will have a huge review of *Samurai Shodown, Aliens Vs Predator* (arcade) and maybe even a bit of manga. It's definitely worth swapping your fighting tips with these geezers, so why not drop them a line on one of those *Super Play* postcards you've had laying around for a while?

When our illustrious editor heard I was reviewing a zine called *Fur Scene* he began to sweat furiously in his luxuriant biker's leathers and demanded to see a 'sample issue'. But his fears (or expectations, I couldn't tell) were misplaced, because *Fur Scene* is a perfectly innocent UK journal for aficionados of comics and anime based on animal characters. Subtitled *'The Anthropomorphic News Letter'*, it covers everything from *Swat Kats* and *Brutal: Paws of Fury* to *Omaha the Cat Girl*. It's a bizarre sub-cult of fandom that I've never come across, despite my familiarity with many of the films and comics covered, and from the number of similar fanzines and contact addresses listed across the world it seems that I've been a little shortsighted in my coverage of this field. Allow me to redress the balance by telling you that *Fur Scene* is an informative and superbly-produced fanzine with anime and game reviews, quality news and a tellingly illustrated convention report. What's more, the reliable Helen McCarthy pops up in defence of AUK's dubbing of *Beast Warriors*. I'm looking forward to the inevitable *Samurai Pizza Cats* article, personally.

ESSENTIAL READING

Fur Scene – enquiries to Martin Dudman, 85 Croydon Road, Keston, Kent BR2 8HU, England. Email: Furscene@lupin.demon.co.uk

VS – £1 made payable to Philip Dolbear at 1 Crest Hill Road, Beacon Park, Plymouth, Devon. Email? Not bloody likely.

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10) If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

THE SUPER QUIZ

This month the Super Quiz is presented by John Hurt, of *Alien*. 'Hello. I'm John Hurt. I was in *Alien*, and, more importantly, *The Elephant Man, Scandal, The Field* and *1984*. But people mostly remember me from *Alien* sigh.

Anyway, here are some questions, I believe. I tried the quiz beforehand, and couldn't get a single one right. But I'm an actor, not a SNES-buff. Bet I know more about RADA than you, though.'

EASY

1. Who stars in *Crazy Chase?*
2. What is his job?
3. Where does the Chaos Continue?

MEDIUM

1. Who stars in *Demon's Blazon?*
2. What is his name in the States?
3. What Game Boy game is he in?

HARD

1. Who has six arms in *Maximum Carnage?*
2. Name six *Super Punch Out!!* characters.
3. In *SFII Turbo*, what word is missing from the message when you complete the game with Ryu?

'All right? Now if you'll excuse me, I'm off to have lunch with Ken and Em. And before you ask, yes I do talk loudly in restaurants, and no, I don't mind you asking for autographs if you're polite.'

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AWESOME SOFTWARE

SOFTWARE UPDATE
AS OF EARLY DECEMBER '94

There are now more than 150 developers signed up to produce Jaguar software titles. The following are the current titles, with Atari's release dates.

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Zool 2 - JGS 93122	DEC '94	£54
Pinball Fantasies - JGS 5831	JAN '95	TBC
Sensible Soccer - JGS 7011	JAN '95	TBC
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Creature Shock - JGS 1802	FEB '95	£39
Demolition Man - JGS 2142	FEB '95	£39
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Rayman - JGS 6891	FEB '95	TBC
Rise of the Robots - JGS 6842	FEB '95	£49
Battlezone 2000 - JGS 1341	EARLY '95	TBC
Battlemorph - JCD 1201	EARLY '95	TBC
Blue Lightning - JCD 1531	EARLY '95	TBC
Hardball III - JGS 3841	EARLY '95	TBC
Legions of the Undead - JGS 4841	EARLY '95	TBC
Rage Rally - JGS 6521	EARLY '95	TBC
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Fester looks up some old friends, but realises he's left it a bit too late.

Aha, a multi-screen maze in the garden, then.

ADDAMS FAMILY VALUES

Sony/Ocean • 8 Mbit

There's a distinctly British look to the design of *Addams Family Values*.

Apparently baby Pubert has been kidnapped by his old nanny. Thus a plot is born. This successor to the well-received *Addams Family* is not just more of the same, but, with Ocean's own in-house team working on it, significantly enhanced until it now resembles an RPG.

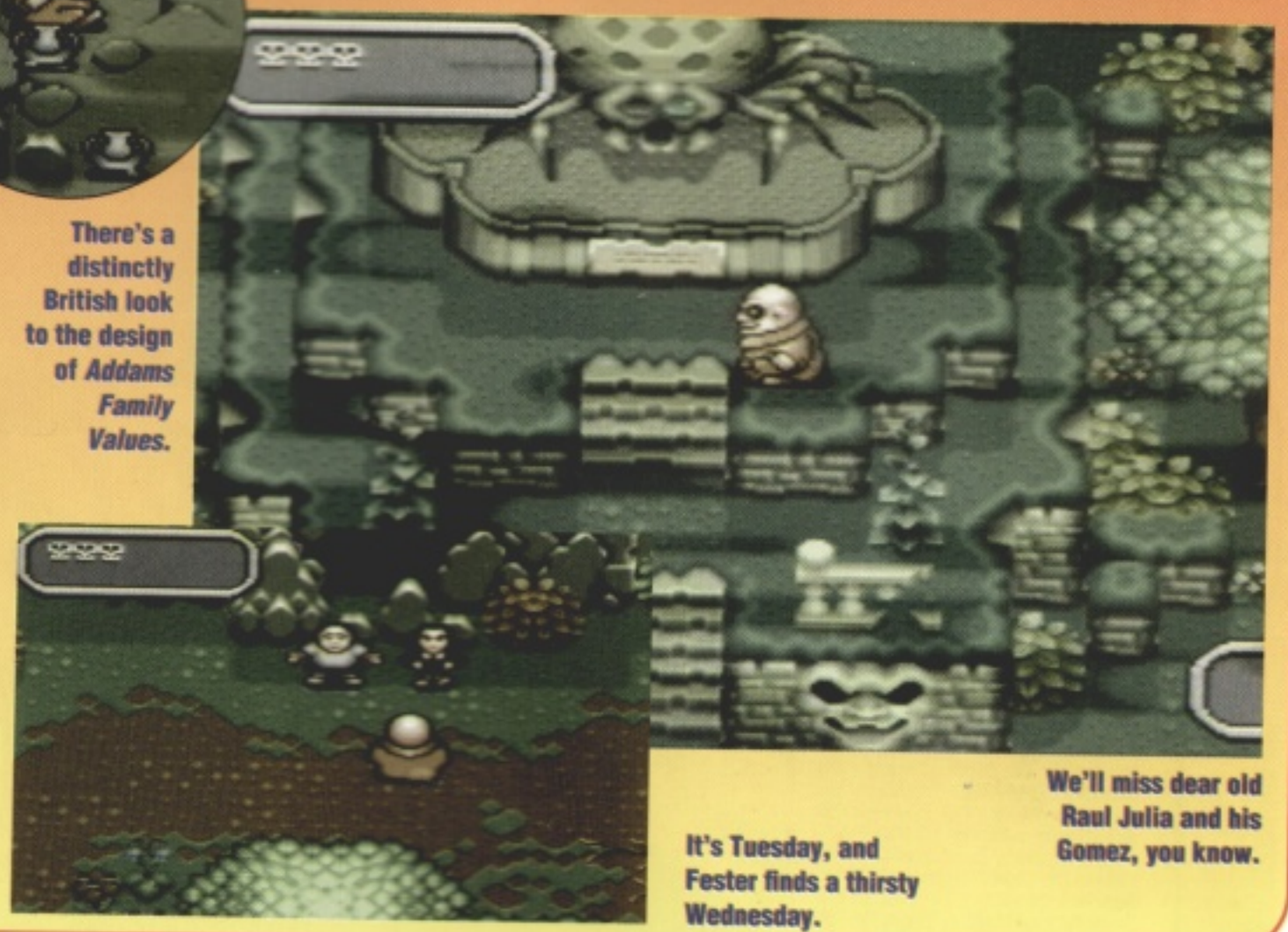
Each member of the Family go off to look for the youngster, but you play Fester. You start off in the mansion and wander eventually through the gardens, swamps, mountains, deserts, rivers and caverns. In fact, although you have to battle through all this, the evil nanny (who is called Debbie, apparently) is somewhere under Fester's very nose in the mansion.

So your adventure takes you through varying terrain until you arrive back at the house, where you must avoid loads of tricks, traps and obstacles, before getting rid of Debbie's cohorts and henchmen. Then you rescue the kid and all's well with the world.

Character interaction takes to form of dealing with the other members of the Addams Family, as well as trying to kill/bribe/get information from some of the more weak-minded of Debbie's friends.

The game is played mainly through the action screen, where all the fighting, exploring and encounters take place. There's also a fairly comprehensive-looking inventory/stats screen. This is where the keys you inevitably have to collect are stored.

Fester, fans of the original game will be pleased to learn, still has his electrical *zzap* weapon, and the baddies are still just as susceptible to it as ever. So some things stay the same. We'll be doing a really neat review of this game next month.



It's Tuesday, and Fester finds a thirsty Wednesday.

We'll miss dear old Raul Julia and his Gomez, you know.

Fester discovers the roughly-digitised and disembodied head of Christopher Lloyd. Treasure!

SEND IN THE CLONES

Nintendo could take legal action against a British console manufacturer if it pushes ahead with plans to release consoles that duplicate the Super Nintendo and Game Boy.

Interactive Enterprises has already caused some controversy with its replica Mega Drive, the Scorpion XVI. This console echoes the hardware of the official Sega Mega Drive, allowing it to play normal 16-bit Sega carts, but carries the lower price of £69.99 for a basic unit plus two joypads.

Viewers of the TV series Bad Influence will have seen the Scorpion being reviewed on December 1st. The programme claimed that, although it worked perfectly with Mega Drive cartridges, it would not function with the 32X add-on. Managing Director Stephen Churchill has denied the latter conclusion.

Although Sega has yet to file any lawsuits for infringement of copyright, Nintendo is likely to be a different matter: the Japanese company has a turbulent history of fiercely defending its copyrights and its market share. Interactive Enterprises first came to the attention of Nintendo when it released unlicensed Game Boy cartridges, each carrying four games, for £19.99.

The company's SNES clone will be launched through High Street toy store Beatties in February. Lacking any security or protection measures internally, it will be able to play imported Japanese and American cartridges without an adaptor – another factor that is unlikely to impress Nintendo UK.

COME AND HAVE A GO IF YOU THINK YOU'RE SOFT ENOUGH.

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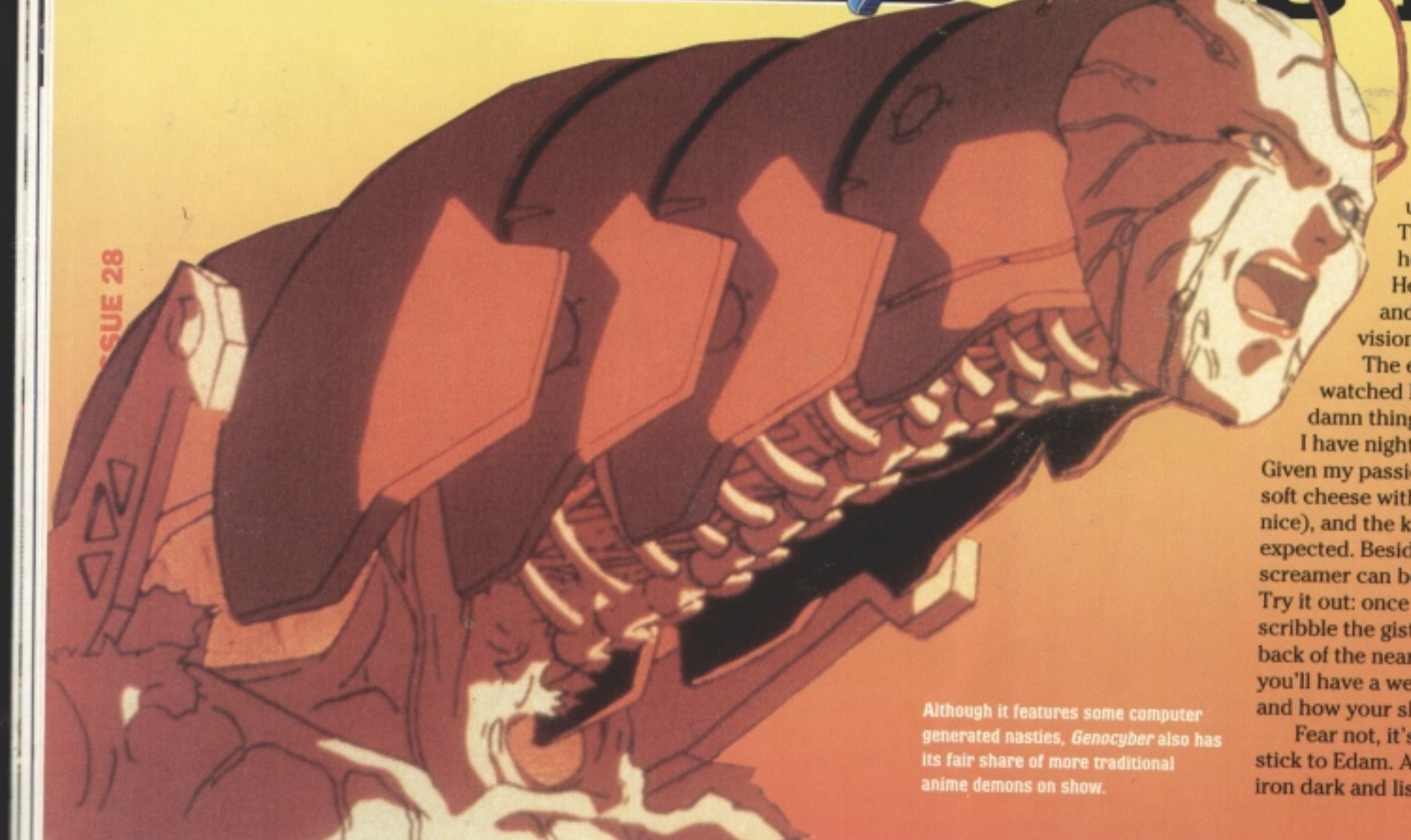
This month it's exotic cheeses, *Genocyber,* and collages.

Leon McNichol gets ready to take on any rebellious Voomers in the *Bubblegum Crisis* spin-off – *AD Police.*

ANIME WORLD

by Peter J Evans



Although it features some computer generated nasties, *Genocyber* also has its fair share of more traditional anime demons on show.

I'm worried. Something happened to me last night that really scared me – more so, in fact, than when a friend convinced me that ITV's 1995 line-up included a Shirley Temple-soundalike competition hosted by Michael Barrymore. Hearing that sent my legs into spasm and I had coloured lights dancing in my vision for an hour, but this was worse.

The event, put simply, was this: I watched Manga Video's *Genocyber,* and the damn thing gave me nightmares.

I have nightmares, I'll happily admit to that. Given my passion for exotic cheeses (Orange Rulle: soft cheese with nuts and orange liqueur, very nice), and the kind of films I enjoy, it is only to be expected. Besides, the occasional cold-sweat screamer can be very useful to the creative mind. Try it out: once the palpitations have stopped, scribble the gist of your deranged fugue on the back of the nearest envelope and come morning you'll have a wealth of ideas about talking yeast and how your slippers were trying to kill you.

Fear not, it's just your brain begging you to stick to Edam. At the time, staring up into the cold iron dark and listening to your heart careering

ANIME CONTACT

Anime UK magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.

around your ribcage, they can be pretty scary. I sometimes dream I'm back at school (a common night terror for crumbly oldsters like myself), and that brings me, quaking, back to *Genocyber*.

For those of you who haven't seen it yet, *Genocyber* is a bizarre and hallucinatory tale about a pair of psychic sisters, Elaine and Diane. A demented scientist (aren't they all?) is using them as the focal point for a series of experiments into mind-power, until it all goes wrong and the entire situation dissolves into quite spectacular mayhem. There's also some cyborg assassins, a police investigation, and a climactic bioweapon that makes the Guyver look like Eddie the Eagle.

All good fun. *Genocyber* is part of Manga video's Cyberpunk Collection and, like its compatriots *AD Police* and *Cyber City Oedo 808*, carries a well-deserved 18 certificate. Quite a few of *Genocyber's* cast end up with their insides outside, as it were, and the bad language is bad enough to have the censors chewing furniture. To go off at a tangent, however, it occurs to me that the Kenneth Branagh comedy *Peter's Friends*, which I watched and very much enjoyed recently, had more usage of a certain four-letter word than did *Genocyber*. Was I shocked by this? Of course not because I could see real people swearing, and not animated ones. The vestiges of cultural rigidity that still lurch, David Alton-like, around the darker bits of my brain shouting 'Cartoons are for children!' failed to cut in. Give me a bit of time, I'll learn.

Meanwhile, back in real world, there I was with my Boursin and crackers, jollying along to the bit in *Genocyber* when a guy wakes up to find himself opened like a fish, when the nightmare hit me. One moment a doddering anime fan in my late '20s the next I'm back in junior school, happily gumming bits of magazine onto paper.

Anyone remember collage? It is a hideous art form, reserved entirely for children, that involves making pictures out of as many different bits and pieces as possible. The exact worth of collage can be gleaned from the fact that there has never, ever, been a collagesque work of art. Did Michaelangelo paint the Sistine Collage? He did not. Leonardo Da Vinci had his cartoon, even if it wasn't very funny, but he certainly never felt the need to glue on some foil and a couple of pictures from *Hello!* magazine.

So why did the makers of *Genocyber* decide to spoil a perfectly good Anime by gumming little bits of computer graphics and rubber monsters onto it? I can forgive some of the graphics: the dream-tunnel dive sequence is nicely done and nowhere near as intrusive as, for example, the opening space battle in *Lensman the Movie* or, God forbid, *Golgo 13's* helicopter. They still stick out – computer graphics always do, when mixed with traditional cel animation – but not as much as some of the other 'innovative' video effects.

Colourising a photograph and using it for an anime background merely looks like the producer ran out of art budget and brought his Polaroid in instead. Static or mobile, it didn't work in *Venus Wars* and it doesn't work here. And the supposedly terrifying scene where a cyborg is convinced to dismantle himself the hard way has to be seen to be believed: the awful visions which spark his dismemberment consist of hazy shots of a rubber insect. It makes *Power Rangers* look technically flawless.

For some reason, no matter how much money has been spent on a computer or video effect, adding it to cel animation just makes both look cheap. *Akira* succeeded where others have failed by hiding its computer effects with great skill: scenes of falling Lego bricks and whirling medical scanners were plotted on computer, and the results traced back onto cel, producing smooth, convincing motion without a jarring change in media.

I still like *Genocyber*, despite its faults. It's brutal and nasty and confusing, which are all pluses in my book, and it didn't need in-your-face video techniques to get the story across. Looking through a *Super Play* back issue I see that Manga Video, in their collaboration with Kodansha and Bandai, will be seeding Shirow's *Ghost in the Shell* with 'innovative' computer graphics and super-imposition. I do wish they wouldn't.

Of course Anime needs new ideas and innovation, but it would be far better applied to the plot or character design. Collages should remain stuck to the fridge door where they belong.

Oh well, back to school. See you next term.

Genocyber: Elaine is not a normal girl, and she soon finds herself the object of desire of all manner of nasty folk.

The hassles that the characters have to face in *Genocyber* are enough to give anyone a headache.

This is Geena Malso who's a bionic augmented *AD Police* officer and Leon's superior.

SHOSHINKAI

Shortly before Christmas our man in Tokyo attended one of the biggest software shows of the year – Shoshinkai.

It's difficult to sum up the atmosphere of Shoshinkai with a single word: at various times, the general mood of the showgoers expressed anything from mild disappointment to complete disbelief. It wasn't without its highlights, and several exciting pieces of software for the Super Famicom were revealed, but the whole event was overshadowed by the long-awaited but nonsensical unveiling of 'VR32' – the Virtual Boy. With the Saturn and the PlayStation causing great excitement long before their respective launches, everybody in attendance was looking forward to finding out the truth behind Nintendo's top-secret project. Nintendo's carefully-worded statements said that the cartridge-based console would use 32-bit RISC technology to create Virtual Reality: further limited information about revolutionary new display technology and collaboration with an American R&D team had only served to whet the appetites of gamers eager to lose themselves in that 'totally immersive environment'.

The reality? An expensive and ungainly machine with monochrome graphics and extraordinarily basic software. Regardless of how clever or innovative the machine's Reflection Technology Inc. display might be, the important point is that it didn't even come close to what the game-playing public had expected. It's difficult to see anybody buying a Virtual Boy when they could get a Saturn or a Playstation (or both!): and after the embarrassment of Shoshinkai, few would own up to it if they did.

The disappointment of the VB cast a shadow of gloom over the rest of the proceedings. Plenty of software for the 16-bit machines was on display, though little of it was new or revolutionary. Sequels, revamps and clones seemed to be the order of the day, but nothing really captured the excitement of Super Famicom exhibitions in the past.

Fortunately it wasn't a completely depressing affair for the SNES. Donkey Kong Country was properly introduced to the Japanese public (under the title of 'Super Donkey Kong') and the stand was swamped with mobs of eager gamers.

The game of the show had to be Square's Chrono Trigger, a stunning blend of Secret of Mana and Final Fantasy VI with fully-animated characters in 256-colour graphics (see last month's Fantasy Quest for details). It's now been announced that the 32 megabit cartridge will hit the shops in Japan on March the 11th, and a Western translation must surely happen some time in '95.

An honourable mention also goes to Namco's Tale Phantasia, another massive RPG which includes plenty of speech samples. The idea is that whenever a spell is cast in the game, the magic-user character actually utters the incantation of the sorcery. Although it might sound like something of a novelty, the rest of the game was well up to Namco's usual high standards (See next month's Fantasy Quest for a full report on Tale Phantasia – Ed).

The nostalgia vibe of the Japanese games scene shows no sign of abating: even the 32-bit Sony Playstation presents the first level Galaxians to keep players occupied whilst loading Ridge Racer from CD, and it seems the two will continue to go hand in hand until the craze dies. Games like Galaxy Wars from Imagineer attempt to recreate the first wave of arcade coin-ops on the SFC, though the repetitive gameplay – guiding your ship past obstacles to 'dock' (crash, more like) with a mothership at the top of the screen – will seem hopelessly dull to the majority of Western gamers.

Galaxy Wars – the future of videogaming? Er, no, actually.

INCONCEIVABLE

It has to be said, not everything previewed at Shoshinkai showed the Japanese at their best. Indeed, to the Western eye, some of the material served better to illustrate the fact that there's still a considerable gulf between our cultures. Here's a couple of oddities that should give you an idea of the SFC games that you'll *never * see snapped up by Nintendo UK.

HOLD IT THERE

Suspend your disbelief for a second as we reveal that this is a female wrestling team management simulation. And if you can stretch your comprehension even further, let us add that it's the latest of several female wrestling games already available on the Super Nintendo. Starting with just a couple of well-built young ladies in your gym, you have to allocate your money between training them up, enrolling promising new talent and entering them for tournaments. The game centres around the bouts themselves, where prize money is won and bizarre fight sequences – with pictures of the girls contorting themselves into all sorts of odd positions, naturally – recall the end of Maris the Wonder Girl.

The Balinese thigh-clench, unless I'm very much mistaken.

Classic Road

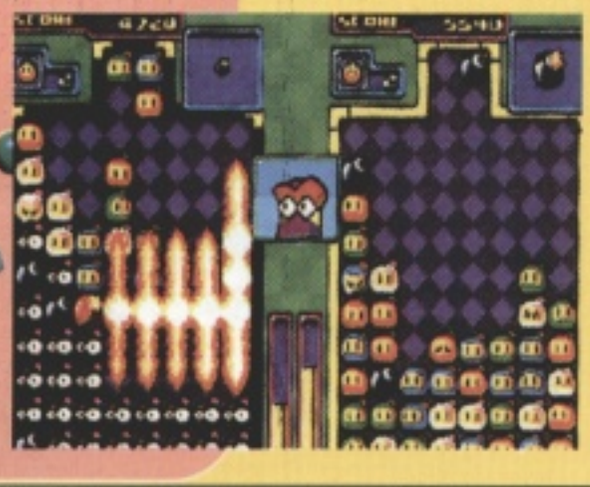
The Japanese love to gamble, and judging by the number of SFC carts that feature pachinko, roulette, cards and dice games it doesn't seem to bother them that no real money is involved. Classic Road, like Derby Stallion and Kurashitsuku Road, is a simulation which not only lets you determine the running of your own stable but also lets you have a bit of a flutter on the side. You might say it has a high quality of presentation: but only if pictures of ponies frolicking in fields appeals to you.

A somewhat romantic impression of the genuine women wrestlers we met promoting their games...

You thought, perhaps, that Super Black Bass hit an all time video-gaming low? Then be prepared for the sequels and clones that aim to bring the dubious sport of freshwater fishing to your SNES. Japanese angling games have become very sophisticated in the past year, allowing you a great deal of choice over your particular tackle and line type with digitised graphics to make it more realistic. Equipment sorted, you choose your spot to set up by river or lake. And then you wait. Oh good grief.

BOMB THE BOOMER

Those marbles shoot out like sliding bombs at the press of a button.



Bombermania is on the rise again, as Super Bomberman III made its first appearance at Shoshinkai. Hudson Soft's newest has several interesting features that might make it a worthy successor to the original.

The major change is that SB3 now uses the multi-tap to its fullest and allows five players to compete simultaneously. As in Dynablaster, the fifth player starts the game in the centre of the playing area. It's an option we've always wanted to see in the game.

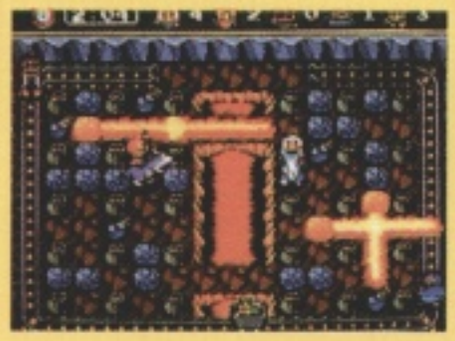
The other change, and one that's difficult to ignore, is the addition of kangaroos. Yes, kangaroos. Your myriad-hued little demolitions experts can now saddle up a bouncing marsupial steed to help it get around the screen.

Another Bomberman game making its way to the Super Famicom is a puzzle game in the style of Columns, Tetris and especially Puyo Puyo. Line up similar colours of bombermen and you'll set off an explosion: the strategy is to start a chain reaction and clear the screen, whilst dumping more and more bombers on your opponent.

Bomberman merchandise has never been more prominent, and the news of SB3 has been accompanied by the launch of a series of dedicated bomberman multi-taps in the different colours of the characters.

We seriously hope Virgin consider picking up SB3 for a Western release – perhaps for the summer of '95?

Bomber puzzle – a mix of Tetris and Puyo Puyo.



We're still hoping for a power-up and level designer option in SB3.

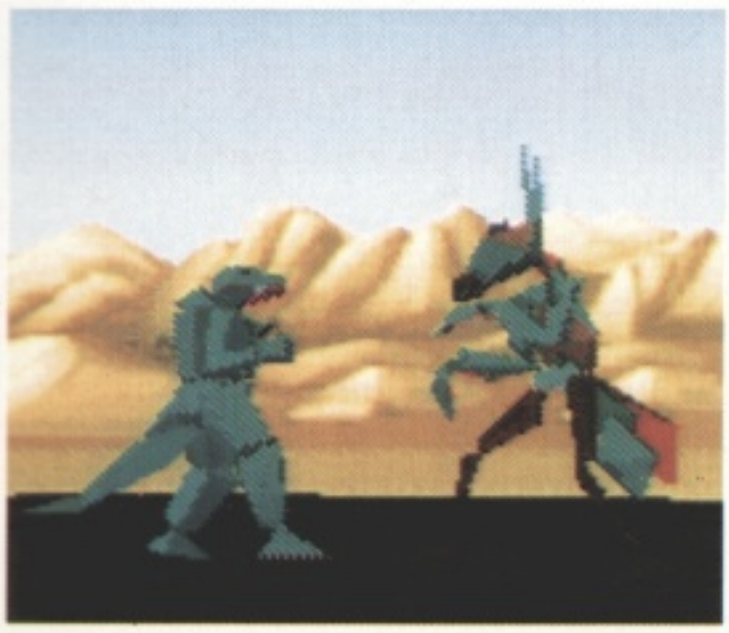
FIGHTING POLYGON

Argonaut/Nintendo

Besides their Virtual Boy demonstration, Nintendo of Japan presented two other new pieces of software for their existing hardware: Hoshii no Kaby 2 for the Super Game Boy, and Fighting Polygon for Super Famicom.

Fighting Polygon is nothing less than another collaboration with the British developers Argonaut Software, the company behind games such as Star Fox, Stunt Race FX and (on their own) Vortex. This latest project utilises the Super FX2 co-processor chip to create complex 3D polygon graphics. At present it's only 40% complete.

The game is a beat-'em-up in the Virtua Fighter mould. Thirteen characters must engage in martial arts duels, with the added challenge of a limited arena. It's possible to win by destroying your opponent's energy bar, having more energy than them when the timer reaches zero, or simply knocking them out of the basho (the dubiously named 'Ring Out!' will be familiar to VF players).



An Argond from BBC2's 'The Adventure Game' takes on Fingerbobs. You can just see Yuffy to the right.

Surely that's Fox McCloud, *au naturel*, leaping in? Like VF2, It's possible to view from behind one character.

The range of characters available is impressive, with cyborgs, lizardmen and a praying mantis included alongside the more traditional human fighters. Like Virtua Fighter, the 3D graphics don't change the fact that it plays like a side-on game: although there's a leaning towards the VF sequel in that you can use the L and R collar buttons to move the perspective of the camera fluidly around the arena.

It's still very obviously in its early stages of development, so we might forgive the rough character designs. Most of the humanoids were far too simple and blocky, looking like anything from Toytown rejects to Henry Moore sculptures. The animation was smooth enough, but adding greater detail to the characters will necessarily slow down the rendering process and reduce the fluidity.

Note that Fighting Polygon is only the game's working title on the Japanese side. It's Western production title is FX Fighter, but as this lacklustre appellation has already been taken by a forthcoming Virtua Fighter-style game on the NEC FX console then yet another name is possible. Don't be surprised to find some Super/Fighting/FX combination reveale soon.

Now, we know what you're thinking. 'Where's Starfox 2? Will it ever appear?' There's been no more news on this game for many months now, but in our next issue Super Play hopes to bring the full story on the game's stage of

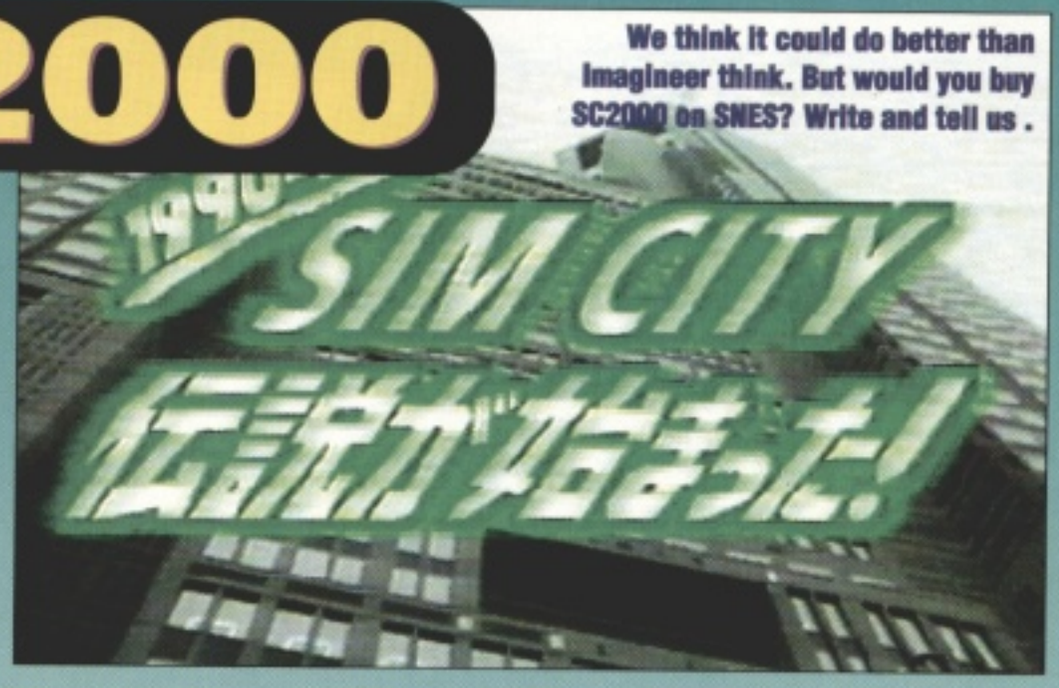
VIRTUA FIGHTER

We must admit that we were never particularly taken with Virtua Fighter in the arcades, as the game always seemed too slow and concerned with animation before decent gameplay. But it's a big favourite in Japan, so we took an especial interest in the Saturn's home conversion when it materialised in the offices of Ultimate Future Games. The Super Play team was surprised to find a very good two-player beat-'em-up lurking behind the smarmy polygon count – something that was easier to discover with unlimited plays, rather than a couple of tentative bouts at a quid a shot – and can now understand why it's caused such fuss in the arcades of Shinjuku.

Fighting Polygon is clearly hoping to ride on the wave of VF frenzy, which should explain why Nintendo itself is prepared to take a hand in a fighting game for the Super Famicom. Whether it will succeed is another matter: as an FX chip cartridge, it's just as likely to be compared unfavourably with the likes of Toshinden on the Playstation.

SIM CITY 2000

We think it could do better than Imagineer think. But would you buy SC2000 on SNES? Write and tell us .



Imagineer were proudly showing off Sim City 2000, the chart-topping PC game which has been converted to the Super Famicom by HAL laboratories. We're now pleased to confirm that practically all the options have been included in this 16 megabit version (roughly 1/6th the memory required for the PC version), including the newspaper reports of your excellent or scandalous performance as Mayor.

Sadly we've learnt that Imagineer UK do not intend to release the game over here on the grounds that a 16 meg cartridge plus battery back-up would be prohibitively expensive, reducing sales and providing insufficient profit margin. But Enix of America has shown an interest in a US version of SC2000, as well as the first Ogre Battle game. If they do well enough on console in the US then another British software house may well consider picking up such a proven title.

A screen-shot from the SFC version – a mouse option looks likely.

FANTASY QUEST FULFILLED

Do we need say it any more? The roleplaying game is the favourite genre of the Japanese, and a popular SFC cartridge can make millions of yen for its developers. That's why shows like Shoshinkai are vital for promoting new products and getting feedback on the game's potential success.

Two RPGs stood out as highlights of the entire show: Square's Chrono Trigger and Namco's Tale Phantasia. Much of the rest was pretty standard fare, or was a sequl that rrelied on previous success to catch attention (Lufia 2, Albert Odyssey 2, Res Arcana). Dragon Quest VI put in an appearance, but wasn't quite finished: a release date still hasn't been announced. Chun Soft presented their new Sound Novel, a multiple-choice adventure with digitised stills called the Story of Kamatachi, whilst announcing a new one in the pipeline.

Major improvements were evident in Wizardry VI, with graphics and sound in a different class to its predecessor. Its options even extend to a 'paintbox' for redesigning your character's face pixel by pixel, and the 1st-person perspective graphics were easily superior to Dungeon Master or Eye of the Beholder.

The good news for RPG and strategy fans is that many of the games on show have already been pencilled in for Western translation and release, with Enix in particular looking forward to a busy schedule in '95. Maybe the Western market for home console entertainment really is shifting towards long-term challenge for the mature gamer?

Looks mightily like the Mana Fortress, does it not?

VIRTUAL BOY SOFTWARE

Nintendo's presentation centred on the unveiling of Virtual Boy, their new 32-bit RISC-based portable console. The three games lined up for simultanous release at the VB's launch were also on display.

Although there were no proper promotional shots of the software available from Nintendo of Japan, we have managed to derive some two-dimensional images from the Virtual Boy in action. To see the game properly in 3D you would of course need the Virtual Boy's RTI display, but these pictures should at least give you an idea of what's going on.

Mario Bros VB

Believe it or not, this is no more than the first Mario Bros game. The 3D effect gives depth to the backgrounds – trees and buildings seem to be 'behind' the platforms – but essentially it's a two-dimensional wrap-around platform game where you jump about a static screen avoiding nasties and collecting points and power-ups. You'll recall that 1993's Mario All-Stars contained an upgraded version of it: you might also remember that it was essentially a two-player head-to-head, where Mario and Luigi had to lob shells at each other and score points whilst avoiding the nasties. So this one-player implementation makes little sense to us, as yet. No link-up of two machines playing this game was demonstrated at the show, as we might have expected.

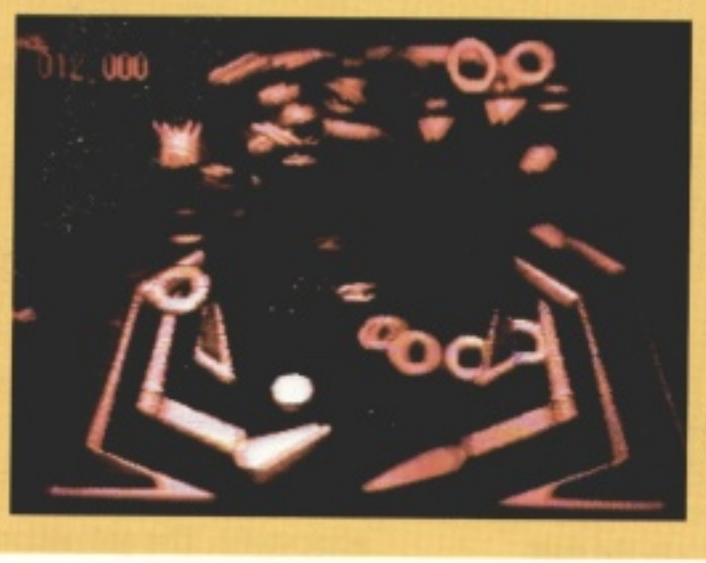
Teleroboxer

A robot boxing game featuring a first-person perspective, this was much like a cross between Super Punch-Out and the Mode 7 mecha battles in Legend of the Mystical Ninja 2. 3D effects were used to emphasise certain attacks (like a giant metal fist flying towards you, quite obviously) and you needed to employ both D-pads on the controller to move your robot arms.

Space Pinball

Not much spaceyness in evidence here, alas, unless you count the way in which the ball could roll under or over certain obstacles on the table. Otherwise, an unexceptional pinball sim.

Game cartridges for the Virtual Boy have been priced at anything between 5,000 and 7,000 yen (£30 to £40), so it's not exactly cheap. Asked what he thought of the VB's launch software, R&D chief Gumpei Yokoi expressed the view that it was designed to show off what the machine could do. But no third party publishers have been announced, and a quick straw poll of games developers by Super Play indicated considerable indifference to the new machine.



According to one Nintendo spokesmen, a colour display for the Virtual Boy had been tested but resulted in jumpy images, and in any case it would have been 'unaffordable' at around 1,500,000¥.

Space Pinball's table gives the impression of leaning away from you. Slightly.

HIS PREY BETTER START PRAYING.

BLACKHAWK

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LIVE FROM HELL CITY

By Nic De Costanzo

The pinnacle of human achievement

It's not often appreciated by Western gamers, but Japan's market for video games is huge. The casual visitor might be mildly amused by the sight of new software adverts on prime time television, but it's the telling facet of an enormous billion-dollar industry where the most powerful game creators are also those who make the hardware: Sega and Nintendo. In 1993, Nintendo became the first videogame company to be quoted on the Stock Exchange. Unlike Europe and the US, Japan treats the business very seriously with little time for the small-scale operations that characterize western game development. The education of game programmers and designers is the task of specialised institutions – such as the Human Creative School, created five years ago by the software company Human.

A Human Creative School course lasts two years, and first and second year students number around 470. During the first year, students learn general matters about programming and game design. This covers everything that a developer must know about the many stages of game creation, and enables the 'pupils' to decide upon the area in which they will specialize.

Three specializations currently exist: graphics, programming and sound. However, from April 1995 a new one-year course in 3D graphics will be introduced which will aim to teach polygon-based modelling and animation. It's a clear indication of the manner in which the course responds promptly to the actual needs of the industry...

What's the difference between playing and playtesting? Nothing, if the game's good enough.

Beardy-weirdy

Students who choose to major in programming learn many different languages (English included!) such as Basic, Assembler, C and C++. Most of the tuition is carried out on three different computer systems: the Sharp 6502/6800, the Macintosh, and the PC 98 (a Japanese version of the PC made by NEC which only recently became truly PC-compatible).

Below: The HSC advertises its services in all the best games mags.

Electric Crayon

The graphics major learns the basic techniques of pixel-based design, from sprites and parallax to the subtler points of representing, for example, realistic water effects.

Left: A graphic designer works with the image of a traditional Japanese *torii* gate, as seen from below.

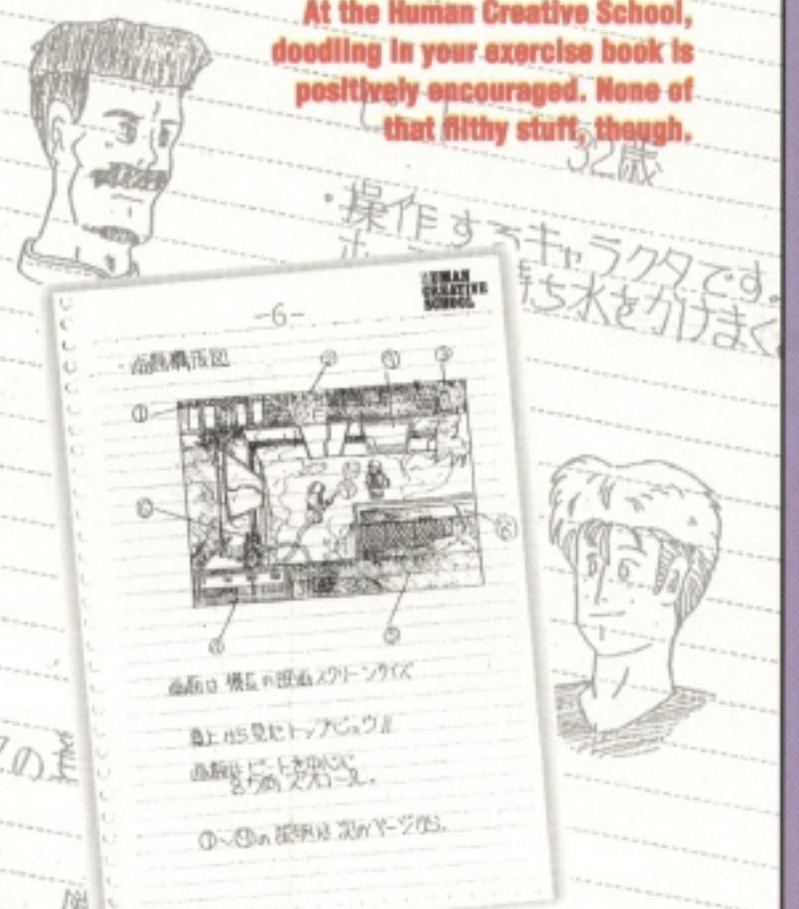
Vibemaster

It's not unfair to say that sound effects and music have been sorely neglected in many Western games, but the Japanese understand the importance of the aural environment in creating or destroying the mood and atmosphere of gameplaying. Students who major in sound learn the ins and outs of the MIDI standard and how to apply it to a computer-linked keyboard and sampler.

So how do you get selected for the Human Creative School? It's not down to your programming knowledge or design experience: the newcomers at HSC are total novices. An examination must be passed adequately, but the greatest consideration is your motivation for making games. Most students are 19 years old and – sadly – male, with only six females in the entire school (interestingly, female students usually opt for graphics or design rather than programming). Since the classes are both technical and in Japanese, the only foreigner currently in attendance is a Korean with an exceptional grasp of the spoken language.

But what do they have in common? Well, they're all utter gamefreaks! And during their studies they usually form into teams – one programmer, one designer and one sound artist – in order to develop a game. This teamwork is also part of the pedagogy, allegedly. Twice a week the teams are gathered in order to work on their personal project. The normal curriculum is pretty easygoing – 10am to 11.50am and 1pm to 2.50pm Monday to Friday (*!!! Sigh... The Super Play Team*) – but the teams often work through the night on any available terminal.

Education is very expensive in Japan, but HCS fees work out relatively fair in comparison: ¥1,300,000 (£8,125) for the first year and ¥1,250,000 (£7,812) for the second. After graduating the student can expect to receive an average salary of 1¥70,000 (£1,063) per month – not bad for a beginner! – but few of them stay working for Human. Major developers come to the Human Creative School with the aim of recruiting from the classroom. The financial heavyweights like Nintendo, Capcom and Konami don't like to recruit well-known or established game designers: instead they prefer to seek out the new talent for their own development teams. Many HSC students complete their game education with a placement in a big company.



At the Human Creative School, doodling in your exercise book is positively encouraged. None of that filthy stuff, though.

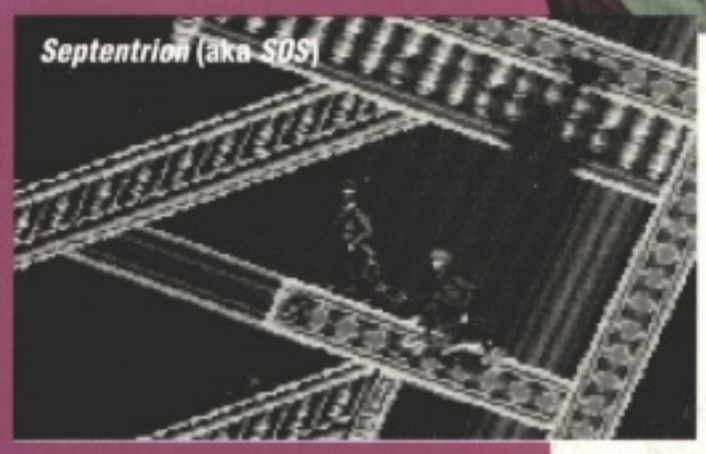
On the last day of school, do they all wear uniforms and take in Economics books to read?

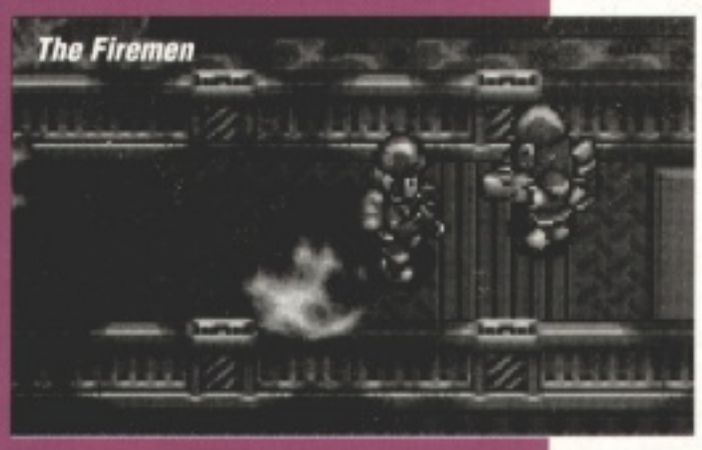
Not a blackboard in sight. It's nothing like the school we all know and loathe.

We bet they don't have food fights in the refectory at this school, either.

FAMOUS ALUMNI

Some of the student projects have turned into famous games in their own right. Some (like *Dragon Earth*) aren't particularly well-known in the West, but one famous example is *Septentrion*, called *S.O.S.* in the West: this innovative action/rescue game was reminiscent of films like the *Poseidon Adventure*, and used Mode 7 to rotate the floors of a sinking and rolling ocean liner. A forthcoming product of the Human Creative School's collective genius is *The Firemen*, mentioned in our previous show reports. Also firmly in the disaster genre, but this time echoing the *Towering Inferno*, *The Firemen* is an overhead shoot-'em-up and puzzle game where you have to rescue trapped civilians whilst extinguishing spreading flames.





A classroom exercise: designing your own *Puyo* or *Tetris* puzzler gives insights into coding techniques.

Super Play **would like to express its sincerest gratitude to General Manager Yoshiharu Sakurayama; to Shuji Miyake in Admission and Education; to Shinya Nishina of the Human Corporation; and to Nakahara. Their assistance with this month's Live From Hell City proved invaluable.**

A HAPPY NEW YEAR FROM NINTENDO

Not content with releasing *Donkey Kong Country*, *Secret Of Mana* and *Super Street Fighter II* in the month before Christmas, Nintendo UK has picked up two other games to stop those post-festive blues. Will they liven up your New Year? Let's take a cheeky preview...

At the moment there's a little confusion over what this game will be called in the UK. Nintendo UK have told us that almost every company with the prefix 'Uni' are up in arms over the name, seeing it as too close to their own trading names. Odds-on favourite as of today is *Uniracer*, with *Uni-Rally* close behind. Whatever it's called in the end, the game is a very rapid 2D chase game in which you control a unicycle (all beginning to make sense now, is it?) on a series of platform–like tracks. It's the hard work of DMA Design, the developers who made their name with the best-selling *Lemmings* game and its various sequels.

You must complete each course ahead of the other cycle, which means avoiding the sticky bits, paying attention to the direction and performing a great many tricks. This is the key to the game, as the more twists, rolls, flips and other stunts you pull off as you scoot around, the better. They enhance your speed and give you bonus points.

Uniracers was unveiled at the same time as *Donkey Kong Country* (see our CES report in issue 23) and utilises the same ACM computer modelling techniques as *Donkey Kong Country*. The result is one of the most fluidly animated sprites we've ever seen. Think of a computer-animated cartoon like *Red's Dream* by John Lassiter and you'll have a fair idea of how your little cycle looks as it spins, flips and checks around for the competing racer. This is the only part of the game which really benefits from the 3D effects of Silicon Graphics pre-rendering.

There's no map facility, so you can't see when a sudden loop or drop-off is coming up – a problem that's exaggerated in two-player versus mode. And not everybody, to be fair, will favour the wibbly guitar solos (circa 1987) of the heavy rock soundtrack. So look for our review next month, when we'll be able to provide the full low-down on mono-wheeled, rubber-melting action. A February release is planned for the game.

NINTENDO PLAN TO KLOWN AROUND

You'd have crab-eyes if you twanged your kecks on a thorny bush.

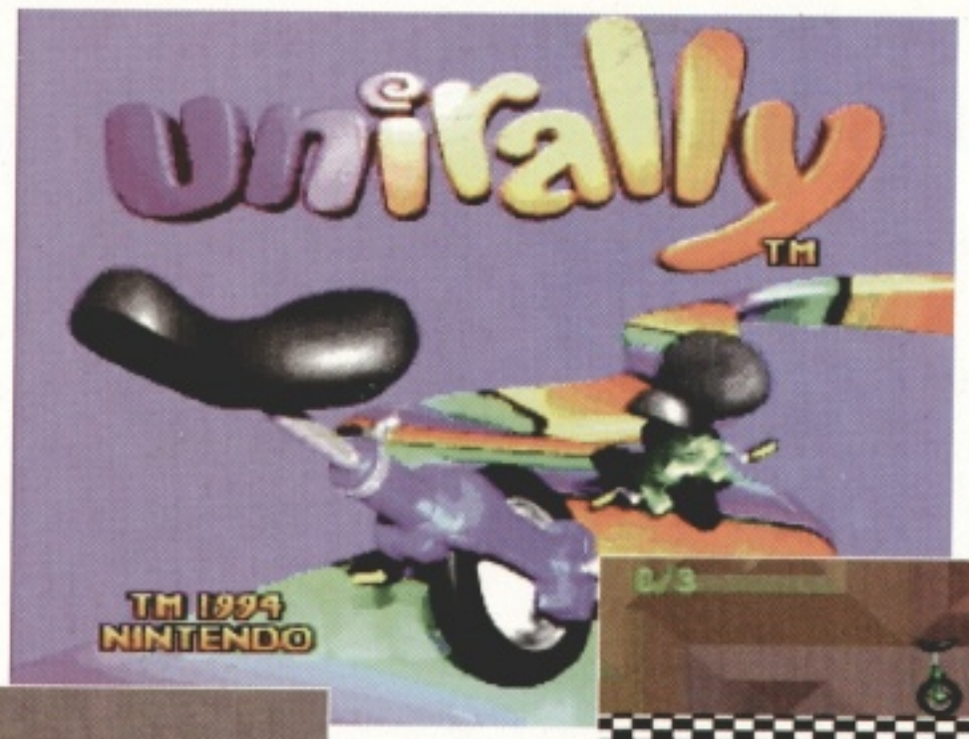
It's that cheeky lobe-nibbling ghost again.

The Kemco-developed game *Kid Klown in Crazy Chase* is to be released officially in the UK by Nintendo themselves. The game was reviewed in the last issue (27), and scored an impressive 80%, with 90% for the graphics.

The game boasts some seriously impressive cartoon-style graphics and a very catchy series of tunes. This, combined with the humour that laces each level made it a game to watch out for.

We did have a few problems with it, though. Chiefly that you need to collect all four card-suit symbols as you progress through each level. If you miss just one, you've got no choice but to continue, knowing full well that you'll have to do the whole thing all over again once you reach the end of that level. And there aren't any restart points, either. Dedicated players, unswayed by frustration, are likely to crack through its five levels very quickly too.

Crazy Chase will debut in PAL format next month. We'll be interested in charting its progress in the UK.



The smart pre-rendered title screen unfolds like a rolling blind.

That purple goo is sticky stuff. It's the game's major obstacle. And we're stuck.

Good split screen for two-player mode, but the background is a little dull.

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CANNON

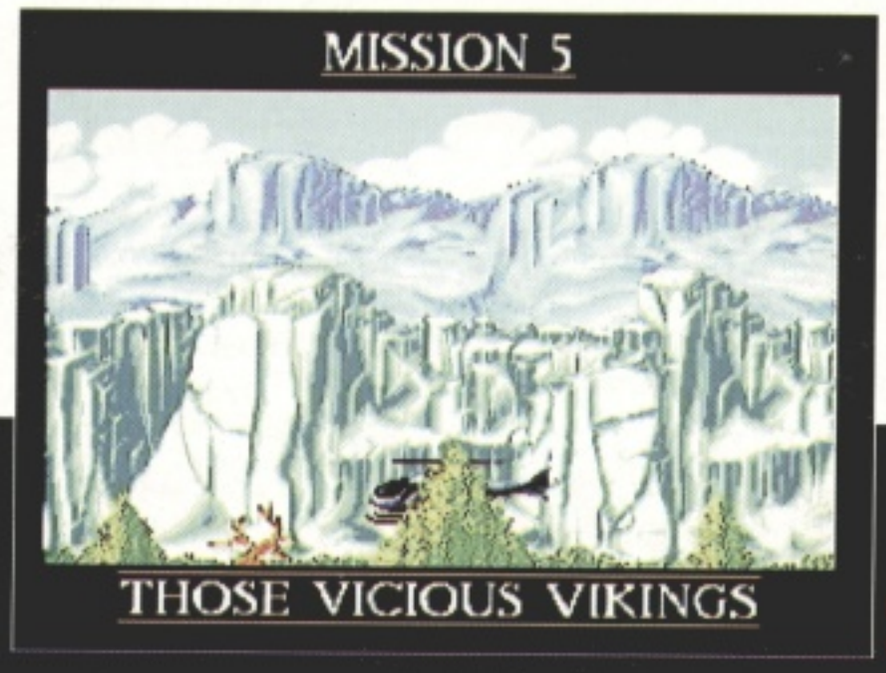
UK Release

Game: Cannon Fodder
Publisher: Virgin
Developer: Sensible Software
Price: £50
Release: TBA
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any

Right: Here's a bird's-eye view of one of the first levels. Although this is a small one, you can see that there is ample space for the enemy to hide. Gits.
Below: That fortress is impervious to everything but a massive cannon which you must climb in and aim. It's skill.

Below: Grenades have a superb effect on groups. Clumps of them fly everywhere. Very satisfying indeed.

Below: Huts are found on almost every level. They're baddie generators, too.



Left: The presentation of each level is nicely done. Even if the names are crap.

FODDER

You're surrounded by the enemy. You're down to your last man. You're all out of grenades. Time to get out of the Army, buy a SNES and play *Cannon Fodder*...

Above: Raiding the enemy camps is always manic. Right: And these are the chaps that did it.

Check your stats after each mission and pray that Jools stays alive.

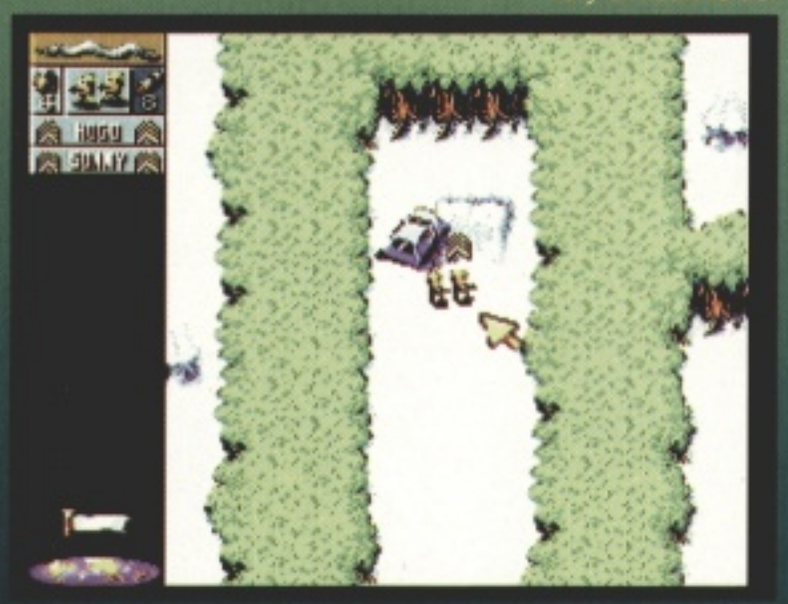
STOP MARCHING ON YOUR STOMACH

On later levels your men get to travel around in vehicles. There's a jeep, but the most fun is the skidoo. It's tricky to control, but it's bulletproof and you can run over the foe in it.

Much of the time you're asked to jump the skidoo. This can be infuriating when, if you misjudge it slightly, you hit a hedge and it explodes, killing all your men.

But all this adds another another dimension to the game, and mastering the vehicles is vital if you're going to see you way to the finish.

Yes, that is a skidoo. And yes, that is a jump. And yes, it's very difficult to do.



Zy says...

Cannon Fodder is wonderful. Simple, yet clever. Violent, yet amusing. Difficult, yet fun. What's more, it's mouse-compatible. I've long held the belief that the range and potential of SNES software would increase dramatically if developers made more use of it, even as an option. From a marketing point of view, though, it's undesirable: if you have to buy a mouse to play *Cannon Fodder*, the apparent cost of the game rises by £10-20 – about three times what you'd pay for the same game on the Amiga. Hence *Syndicate's* switch to joypad control.

Using the mouse doesn't make *Cannon Fodder* any less adrenalin-charged or frantic. When your last soldier drags himself out of the river and vows to take out the entire enemy barracks in the jungle ahead of him with just a sub-machine gun and a couple of grenades, you'll understand just why war is so much fun. This unadulterated conversion is breaking new ground for Nintendo software: it might be hard to imagine a few red pixels causing offence, but wait till you see one of your little *Potty Time* men impaled on a spear trap – still alive enough to scream in agony, but too far gone for anything other than a mercy killing by his own comrades. It makes you think, does *Cannon Fodder*.

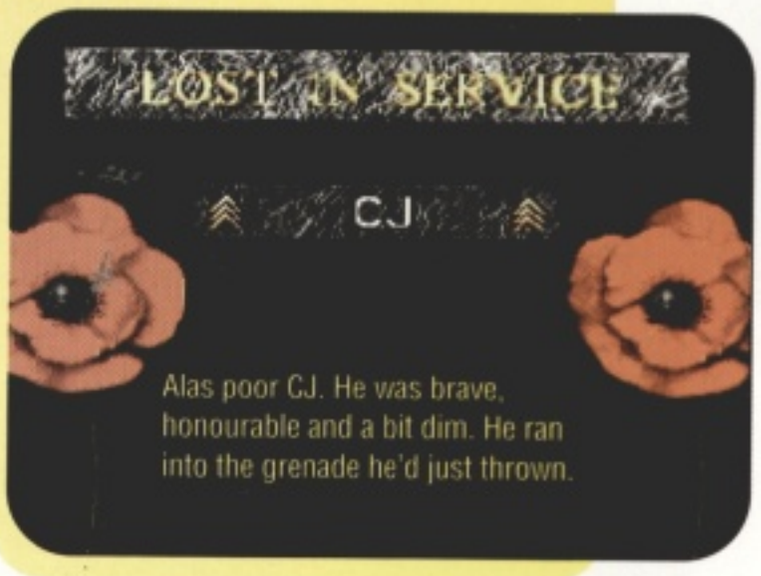
But it's not a truly great game. While the idea is perfect, some of the actual missions don't quite live up to that promise in their design. Many of them require a great deal of patience and luck, even if you master the controls and memorise every fox-hole, every trap, every inch, every blade of grass on the entire map. On a few occasions I had worked out the solution to the level, abandoned it when it failed repeatedly, then discovered it was the correct method but I'd just been unlucky: that's when frustration set in. And once you've solved all the missions, unfortunately, there's less incentive to play. You'd have to put it aside for a long time, until you'd forgotten half of it, before you could go back to this cart.

My advice is: get together with your mates, pool your resources to buy *Cannon Fodder*, then take it in turns to play through the missions. You won't be disappointed.

A CORNER OF SOME FOREIGN FIELD

The body in *Cannon Fodder* is not only very high (500 offings is not uncommon) but the coding team are aware of the sensitive nature of the topic, and every one of the hundred or so characters in your squad has a name. Once they're dead, you see a cross appear, and they can't be resurrected.

This leads to another element in the gameplay; that of keeping your 'favourite' characters alive as they progress through the missions. All it takes is one guy to get promoted to General or whatever, and to have survived the most heinous firefight, and you'll be wanting to keep him alive for the rest of the game.



Alas poor CJ. He was brave, honourable and a bit dim. He ran into the grenade he'd just thrown.

Right: It's possible to throw grenades over thin lines of trees.

Ambush! As you wander round the corner, a ton of geezers open up from the trees. Return fire and run to safety. Then kill 'em.

Below: Ah, here's a nice beach. Lovely.

GOOD, BAD OR UGLY?

Amiga owners have been raving about *Cannon Fodder* since it came out a year ago. So have PC owners, in fact. And Super Nintendo owners are likely to go the same way.

The game is unlike any other on the Super Nintendo. It's an oblique-viewed action blaster with strategic and almost puzzly overtones. You control a squad of men in each scenario, who have a clear objective; usually either destroying all the enemy buildings, or destroying all the enemy.

And it's excellent fun. Just blasting the men is very enjoyable in itself, but when it's part of a master plan, you get a great amount of satisfaction from the game. Each scenario takes a bit of thought. Do you charge through the middle, sneak round the back of those trees or split your men up and attempt the classic pincer movement?

Grenades, bazooka rounds and standard machine-guns are the weapons you'll be using, and there are vehicles like skidoos and jeeps to utilise as well. So as soon as you think you've mastered one feature, another pops up and you're faced with a whole new set of challenges.

Playing *Cannon Fodder* is rather like taking part in a war film. There's bravery, caution, sheer madness and even loss. You'll feel ever so aggrieved the first time your men blow up a hut and get wiped out when the roof flies off and lands on them. But next time you'll be prepared.

And no other game can provide the same thrill as when you charge your last man, Arnie-like, into the enemy stronghold, spraying wildly and hurling grenades to avenge his fallen comrades. Occasionally this berserking actually pays off, and you spend the rest of the game making sure that the guy who did it doesn't engage in direct combat again, just because you really, *really* want him to survive.

Cannon Fodder is an excellent game, but it's also very unforgiving. Later levels are almost impossibly tough, and you do have to rely on luck. For example, there's a level in which your objectives are to blow up some buildings and avoid killing any civilians. But sometimes, even before you've got your men over the river to the combat zone, it all ends when one of the bad-guys accidentally shoots a civvie. Nothing to do with you, and there's nothing you could have done to prevent it.

But this frustration is a fairly small price to pay for what is an absorbing and generally skilful game. Get yourself a mouse (it really is more fun) and settle down with *Cannon Fodder* for a few hours. After you finish playing, you'll be cursing, shouting and screaming with frustration. But you'll be back for another go; that's for sure.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
84%	79%	91%
GAMELIFE	OVERALL SCORE:	
90%		89%

VERDICT: It's a brilliant game, is *Cannon Fodder*. But there's too much trickiness and luck involved to give it that extra per cent that games crave.

SENSIBLE SPEAKS

Nintendo wouldn't allow anything too violent on the SNES? 'Famicom meant Family Computer', they insisted. Things have changed, though, and violence is Okay. We chat to Jon Hare about *Cannon Fodder*.

***Cannon Fodder* is the latest in a long line of conversions for the SNES from the Sensible Software team. *Super Play* speaks to Jon Hare from Sensible, and asks the questions everybody wants to know the answers to.**

1. Are you surprised Nintendo gave the go-ahead for *Cannon Fodder* to appear on the SNES?

Yes and no. We know the game is not really that sick, and that there is an underlying message. Perhaps they realised it too. Or maybe the sales figures convinced them it was okay.

2. How well does the SNES hardware handle the game?

I believe it's all okay.

3. Are the levels the same as on the Amiga or PC versions?

Yes, I believe they are.

4. Are there, in fact, any improvements to be seen on the SNES version that haven't appeared on any of the others?

I don't know. We have little to do with conversions of our old games. In fact we're all busy making new ones.

5. You need the luck of the devil in some of the later levels, even if you've sussed the tactics. Was it intentionally this difficult?

Yes. In any game system it gets to the stage where it borders on the impossible to complete, and, therefore, random numbers and luck are your only way through.

6. Why did you include names for each character?

So that people noticed when they died. It is relatively easy to relate the deaths of characters in the game to real war and the futility of fighting for your country.

7. How long have you kept a single character alive, and how many kills did he achieve?

Personally, I've managed to get through about four missions and amassed about 80 kills with one character.

8. Do you prefer playing it with mouse or joypad?

Mouse. Definitely.

9. Are there any warlike things/sick ideas etc. that came up but didn't get into the finished version? If so, why?

None that spring to mind, except people smoking and weeing against trees. Oh, and bad squadron, leaders driving their tanks off of cliffs. These were left out for playability reasons.

10. Sensible's had some excellent software converted to the SNES – *Sensi, Mega-lo-Mania* – but nothing was written for it directly. Is that to do with lesser freedom of console software, economic difficulties for third parties or a dislike of the hardware?

Lesser freedom is right. I think it's harder to originate for consoles like the SNES, and also harder to sell to a potential publisher.

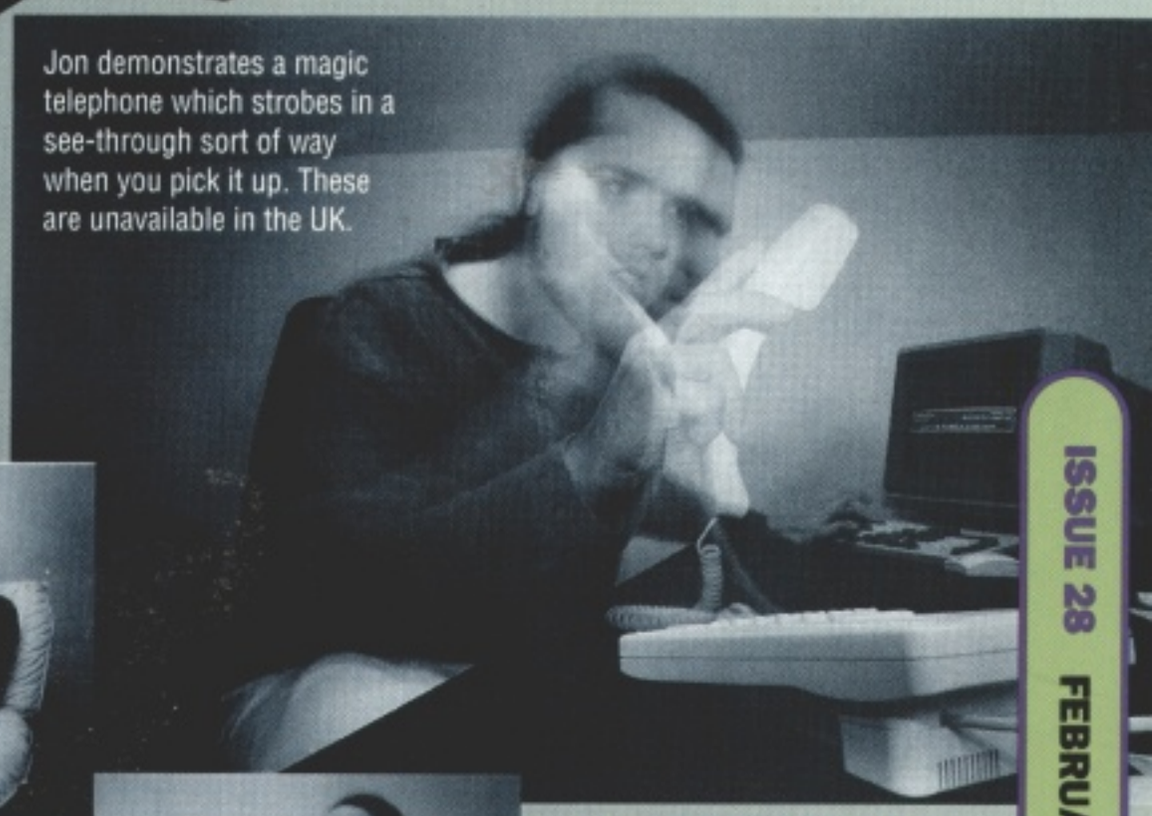
11. Do you still think Europe, and the UK in particular, is the home of genuine game innovation?

Europe, chiefly the UK and France in particular are the most inventive, but the US market is strangling us with its glossy products, and we are being edged out. It is a real worry. US graphic glitz is at the moment triumphing over good gameplay.

12. *Cannon Fodder 2's* about to appear on the Amiga – what are the differences/improvements, and what will the SNES version be like? Is the second game influenced by players' opinions of the first?

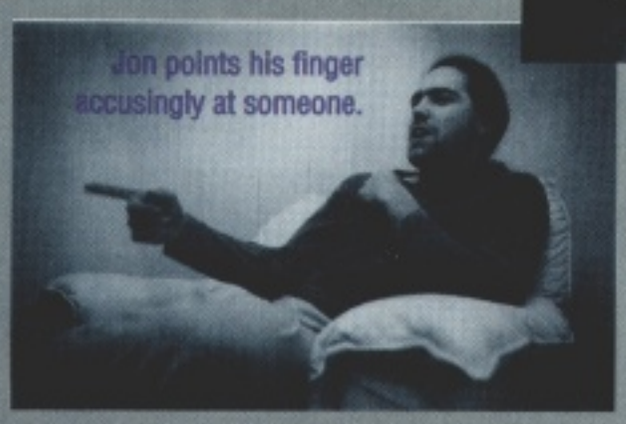
It is basically set in different time zones and is definitely weirder than the first. It retains most of the gameplay features but is more innovative and a bit more challenging.

People told us, basically, they wanted more of the same.



Jon demonstrates a magic telephone which strobes in a see-through sort of way when you pick it up. These are unavailable in the UK.

Jon looks apologetic (above) as if he's rather sorry about pointing his finger in the other picture.



Jon points his finger accusingly at someone.

Jon looks rather placatory (left) as if he's trying to calm a dangerous prisoner or explain that he's never been involved with TV's *You've Been Framed*.

Left: Wan-Fu fights himself and manages to do some real harm with that whacking great cutlass thing.

Haohmaru swipes in a magical sort of way, and blood is spilt. There are a vast number of flashing colours and strobey effects in *Spirits*.

GO TOTALLY BERSERK

At certain points, you all-but lose control of your character. But this isn't a bad thing. One of the features is that when various conditions are met (which we're not entirely sure about) you have to hammer one button to gain an advantage. Here you see it happen with two Charlottes, who have just finished fencing in the perfect Errol Flynn style.

It's a neat touch, and you can many hours of fun trying to find what each character does in this mode.

The Charlottes go wild and slash at each other madly, knocking their swords out of their hands.

Japanese Release

Game: Samurai Spirits
Publisher: Takara
Developer: In-house
Price: £69.99
Release: Out now
Players: 1 – 2
Cart ROM: 32Mbit
Adaptor: NTSC
Game supplied by:
TCR (0171) 636 2666

The mists over Japan clear and 12 warriors stand there, alone and proud. Well, 11 warriors and a fat bloke with a chain. What's *his* story?

SAMURAI

The background locations are well-drawn. Most even put *SFII* to shame. But they do intrude a bit.

Zy says...

I've now played this game on the Neo Geo, 3DO, Neo Geo CD and coin-op formats so I'm not exactly unfamiliar with its innovative features and gameplay quirks. Indeed, I was looking forward to seeing how the SNES, with its rather less powerful graphic capabilities, would cope with a conversion.

But visually it's incredibly good. Some of the backgrounds are a little ropey at times, and the fighting animations before each match are missing, but they've made the right choice of ignoring the scaling effects and just going for a scrolling background. Mode 7 scaling didn't work in *Art of Fighting's* conversion and it wouldn't have worked here.

No, the surprising thing is that it's the other areas of the game where the conversion is unimpressive (and, at 32 megabits, incredibly lazy and unambitious). No apple-barrels or cauldron-fires to cut in half; no chandeliers to bring down; while special features like the weapon-disarming tussles, and racing your opponent to an energy bar booster, seem to happen very rarely. For all its Dobbly Surroundness, the sound is even worse. Where's the 'IPPON!'? And where are the ker-chiiing! noises made by clashing swords? And why not use the console's advanced eight-channel PCM sound chip properly, instead of making a right pig's ear of the music on stages like Charlotte's?

It might sound like I'm picking up on cosmetic points whilst ignoring the solid game underneath, but *Sammy Spirits* on the SNES feels very empty and sawn-off. Imagine paying £70 for *Super SFII* and getting the original *SFII* instead and maybe you'll understand why I'm slightly disappointed with Takara yet again.

JUBEI

Two swords, an eyepatch and a baggy coat. That's what makes Jubei the king of the hard men. And add some violence.

GALFORD

He's American, his name begins with G and he has a blond buzz-cut, but that does *not* make him Guile. Only very similar.

KABUKI

A bizarre mythical Japanese fellow with a penchant for adopting rap-style poses and shouting tough-sounding things.

NAKORURU

Aha! I see we've reached the token cute schoolgirl already. Good.

SPIRITS

Left: Earthquake's spin is, as they sometimes say on Live and Kicking, well wicked. Below: And his big chain is very difficult to anticipate.

HANZO

A shadowy ninja character, he's fast, Vega-like and powerful. Choose him, novices.

TAM TAM

The swordmeister himself. Tam Tam is an annoying sod to fight, mainly because he's got some quick moves and a big sword.

SPECIAL MOVES, EH?

Galford, true to all the other versions, has got a dog which he can sic on his foe. It leaps around, tearing at their faces until, moments later, it slinks off, tired and having done loads of damage. Hoofing it out of the way is ne response, if you've got time.

Gen An, though has the humorous 'bad breath' attack. He snorts out a poisonous cloud which turns his enemies purple and strips their power. Unfortunately, being a gas, it disperses after a while and doesn't drift very far. Still, it's nice to have different specials for a change. Lightning, fireballs and streaking multiple-strike attacks are here as well, but in our opinion they're all getting so *boring*.

Attacking dogs and poison clouds are two of the more interesting moves you can do. So hooray for them.

Right: Throws and grapples are here too. For some reason Nakoruru is orange.

Below: Blasting someone with a powerful electric bolt is as satisfying as it ever was.

Aiiiiiiieeeeeeeeeeeeyyyyyyyyy!

Hanzo delivers a crushing stomp, watched by the ref (in deep blue).

Above: Ha! Your wall of bluish steel won't save you from my fatness.

GOOD, BAD OR UGLY?

Twelve characters, and each one has got a weapon and magic special moves. This leads to all sorts of violent shenanigans as swords meet, cutlasses, broken sticks hammer on chains and sais collide sparkingly with steel claws.

This game is fast. It's got three speed settings (who on earth would play it on slow?), and for once we've got a game in which the characters have weight, but don't feel that they're fighting underwater. (*SFII*, of course, achieves this miracle too).

There's a rage gauge type affair, which gives you an entirely new range of specials, and there are dozens of more minor movelets which are easy to do (if you're used to *Mortal Kombat* or *Street Fighter*), but which annoy your foe a great deal, and bash off large chunks of his energy.

All this is good stuff. The characters are varied and very well animated. Occasionally the backgrounds intrude when things are getting complicated, but overall, nice graphics all round.

You can guess what's coming; the bad points. Or, to be blunt, why this game isn't as good as *Super Street Fighter II*. For a start, although there are probably more things to do in *Samurai Spirits*, the feel is still slightly adrift. It's not as somehow *controllable*, and you can fall into the bash-every-button trap too easily.

The other thing wrong with *Samurai Spirits* is that for a 32-meg game, there should be something to stun you. Instead, there's a competent game, but without enough speech and with a few substandard sounds (although most are all right). The players can't interact with the backgrounds like in the Neo Geo version, and some of the tricks appear to be missing.

But you're still left with a big game, and one that can take a lot of playing before you've had enough. The CPU-controlled characters fight well, and you can put together some neat combos. I also like the ever-so-Japanese feel as well.

But £70? And some of the best features from the original version missing? Think very carefully, my children. Think very carefully indeed.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
90%	88%	82%
GAMELIFE	OVERALL SCORE:	84%
87%		

VERDICT: A jolly good beat-'em-up, but you'll want more for your money, and you'll wonder if there isn't more, hiding in the vastness of the 32 megs. Still, it's fast, different and packed with moves, combos and weirdness. Wealthy fighting fans, here you go.

YOU LOOKING AT MY BIRD?

Another surviving feature from the older *Samurai Spirits* is Ukyo's eagle. This swoops above his head whenever he's fighting, and even pops down, ostensibly for an eye-peck at his foe.

It's touches like this that make the game worth a look, but no bird's really worth shelling out £70 for.

Ukyo: Hey, eagle! Watch me kick this little girl in!
Eagle: Squawk! Squawk! Flap flap flap etc.

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KIRBY'S TEE SHOT

'A game called *Kirby's Tea Shop?*' asked Zy. We punched and kicked him harshly, hooting our derision and pointing our fingers cruelly at his face.

Japanese Release

Game: KIrby's Tee Shot
Publisher: Nintendo
Developer: Hal Laboratory
Price: £55
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any

Up the airy mountain, down the rushy glen. We daren't go a-hunting, for fear of little Kirbys. Nothing in this game is certain, you see.

Roll off the side and you're dead meat, Kirbs. This is the danger in *Kirby's Tee Shot*. You'll lie awake at night.

He doesn't drown if he goes in water, but his mobility is impeded.

Right: Kirby's world looks dead fluffy and nice from the air. Just you wait!

The levels later on get as packed as anything. Those vents blow air (and Kirby) around with random abandon. It's very annoying, but can be used to advantage sometimes.

Night falls and the foul are abroad*. All the stars Kirby 1 has collected swap colour, to become points for Kirby 2. *Incidentally, name that game quote, fans!

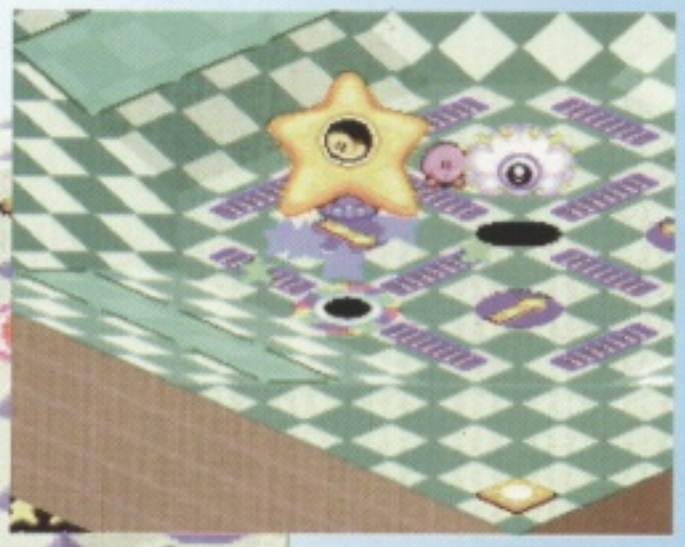
Hills and sandpits remind you that there is some golf in there somewhere. But the stars tell you clearly that this isn't some pro-am fairway nonsense you've got.

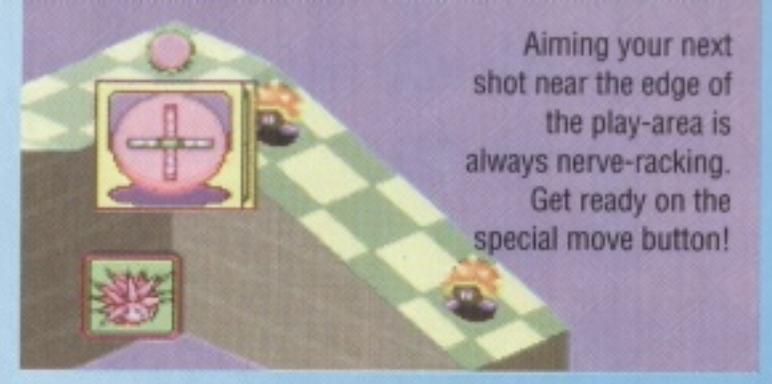
THE MANY FACES OF KIRBY

There are loads of collectibles for Kirby to find. In fact, there are too many to go through here. But if you have a look at the icons on this demo screen, you'll get the gist. They're pretty obvious; and you can guess at super-speed, high-bounce, steerable tornado, instant stop and many of the others.

Yellow Kirby gets it sorted and legs it in a special star. But spare a thought for pink Kirby, left all alone and looking pis… er miserable.

Bouncing into spiky beings hurts our pink bubble-chum considerably. You can drop shots as well.





Aiming your next shot near the edge of the play-area is always nerve-racking. Get ready on the special move button!

GOOD, BAD OR UGLY?

Remember ASCII's *Spindizzy Worlds?* Well this is something similar. You 'putt' Kirby around some slopey, tricky, baddies-filled levels until you've popped all the static nasties, got the points and rattled down the hole. Then you do it all over again.

It's a clever puzzler which involves two elements; firstly, you must think carefully about how to do some of the bits. Do you roll along the ground or do you bounce? Secondly, you must be good with the old joypad. Getting the strength and direction right is just as important as sorting out the correct procedure. Brains and pad skills. Thought and instinct. The perfect marriage in the perfect game. Well, obviously not, but how close does Kirby come?

In one-player mode, the game is really too hard. You are given a 'par' to match. If you start dropping shots (sorry about all the golf terminology, but it's the closest comparison) or flying over the edge of the playing area, you're scuppered and you probably won't see the next level out.

But in two-player mode, you're allowed as many shots as you like, and you're competing with your mate rather than trying to best the game. It works a treat.

The ball (Kirby, of course) behaves well, if a little on the sticky side. You soon get used to how far he rolls, how he responds when he comes to slopes, water, spiky things and sandpits, and eventually, like with any golf game, you'll acquire and instinctive 'feel' for the game.

The graphics are nice, the sounds jolly bouncy and the levels well designed. But as I said, the single player version is a bit too unforgiving, and inferior to the addictive and highly satisfying two-player mode, boasting, as it does, the facility for the two Kirbys to bash each other around.

There are loads of special collectibles to keep your interest (speed Kirby, extra bouncy Kirby etc.) and as an original game, this deserves to do well.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
83%	81%	90%
GAMELIFE	OVERALL SCORE:	
88%		86%

VERDICT: Puzzly cute golf battling? It's more promising than it sounds. Once you get into Kirby's little world, you'll find it more absorbing than you might imagine. And it's got a great two-player mode, too.

A PORTRAIT OF THE ARTIST

Don't just type in your name; do a doodle for posterity!

Instead of selecting your name in three letters (like most games) you can give yourself a little drawing in *Tee Shot*. This fundamental drawing package enables you to create an icon which will get saved onto the cart's battery back-up forever, almost. It's a neat touch, and if you're crap at drawing, you can always choose a preset icon. Neat touch, lads.

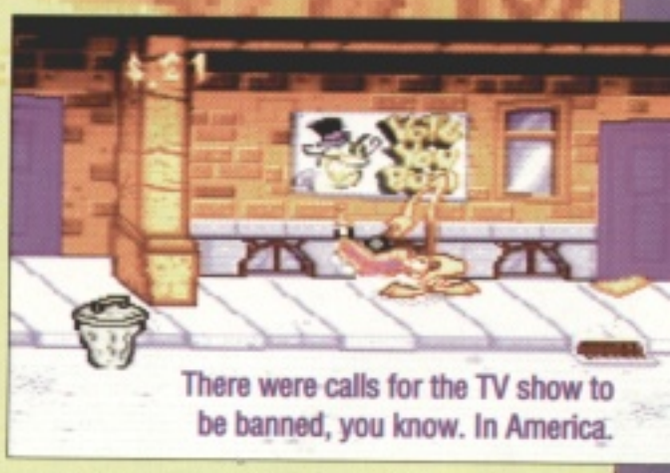
REN AND STIMPY: TIME WARP

UK Release

Game: Ren & Stimpy: Time Warp
Publisher: T•HQ
Developer: Sculptured Software
Price: TBA
Release: TBA
Players: 1-2
Cart ROM: 8 Mbit
Adaptor: Any

'Steeempy! You eediot! We're eeenvolved in another game' etc.

Nothing in their world ever lines up. Isn't that interesting? Well, more so than this pic.



There were calls for the TV show to be banned, you know. In America.

Poor Ren. You can't help but feel sorry for him. For a number of reasons.

GOOD, BAD OR UGLY?

Happy, happy, joy, joy? Or load of old dog's parts? If you think you know the answer already, well... you're probably right. But you're right for slightly the wrong reasons, so read on. It gives me something to do.

In something of a radical break with tradition, T•HQ haven't done their old trick of buying up a cartoon licence and turning it into a platform game. Oh no. This time they've turned it into a scrolling beat-'em-up. Playing as either Ren, Stimpy, or both our 2D heroes at the same time (with the aid of another player, that is), you have to wander listlessly from left to right collecting 'Gritty Kitty' proofs of purchase, of which you need about 300 million in order to, er, do something or other. (No, really. The best we managed on reaching the end was about 57.) The reason I say 'Gritty Kitty' proofs of purchase, etc instead of simply, for example, 'stuff', is that the game itself is so desperately bereft of anything at all worth mentioning, it seemed like the only way to hold your attention for an extra two seconds. And now I've blown that as well. Damn.

I suppose the samples are quite nice, even if they often overlap each other in an untidy 'N-n-n-n-nineteen' kind of way, but then again, you could just buy a video. After half-an-hour of walking along occasionally slapping things, you'll probably wish you had. You get little *Space Invaders*-type sub-games now and again too, but then again (again), you could buy *Space Invaders* with the change you had left over after buying the video and still have enough money for the bus fare to T•HQ's house, so you could go and and ask them why they released *Time Warp*.

Actually, all in, that sounds like a pretty good deal. I'm off down the shops.

● Stuart Campbell

GRAPHICS	SOUND	GAMEPLAY
58%	74%	42%
GAMELIFE	OVERALL SCORE:	51%
50%		

VERDICT: Not just another crap cartoon-licence platform game from T•HQ. A crap cartoon-licence *Final Fight* clone instead. Revol! Revol!

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SONY ELECTRONIC PUBLISHING

ocean

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

MEGA DRIVE

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* CALLS COST 39P MIN (CHEAP RATE), 49P MIN (AT OTHER TIMES). MAXIMUM CALL LENGTH 7.5 MINS. MAX CHARGE (CHEAP RATE) £2.93. MAX CHARGE (AT OTHER TIMES) £3.68.

THE ADVENTURES OF MIGHTY MAX

By the way, my name is Max. I take care of them both, which ain't easy because when they met, it was murder!

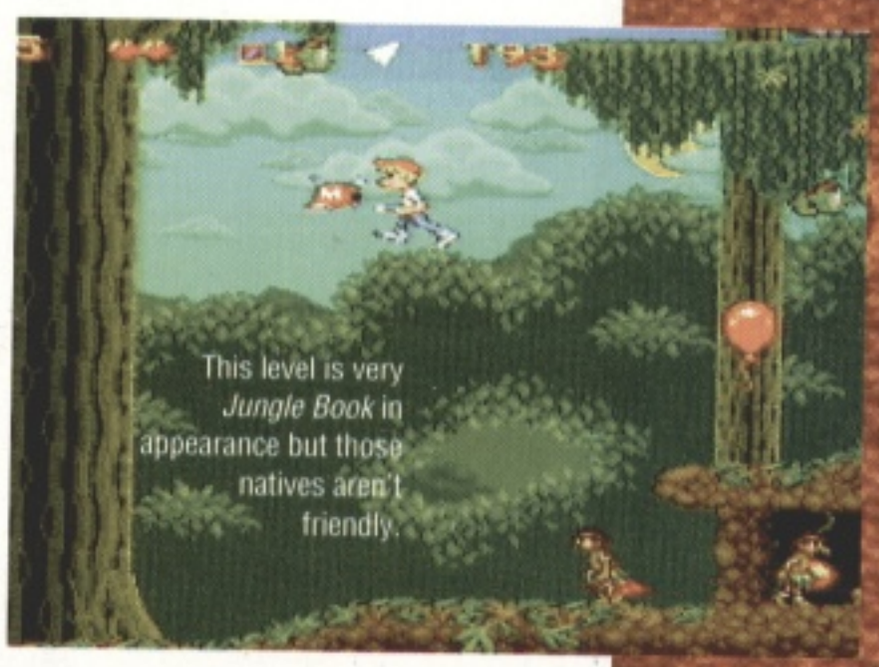
UK Release

Game: The Adventures of Mighty Max
Publisher: Sony
Developer: Ocean
Price: £49.99
Release: Out now
Players: 1 or 2
Cart ROM: 16 Mbit
Adaptor: Any

Split-screen mode is brilliant. No slow-down and scrolling as smooth as James' belly.

Above: Norman the bodyguard pops out to give you a hand, occasionally.

It's not exactly *Stargate* to look at but at least it doesn't take itself too seriously. Top fun.



The volcano level is the most visually bland in the game but curiously the most fun.

This how our Debs wore her hair before she started on *Super Play*. Not bad.

TELEPORTATION THROUGHOUT THE NATION

Several years ago, globe-trotting was an instantaneous thing. All you had to do was step through a glowing doorway which was a portal to another place. Some of these portals are still open today for Skullmasters use. Most of them are hidden but two can be located in this rickety old house at the start of the game, taking you either to the jungle or a distant space station. You decide!

Inside the Pyramids the fun really starts This is the toughest bit in the game.

Don't just stand there follow the arrow. It's not a game you know. Hang on a minute.

These branches are very stable. Nicking apples is a doddle.

The new-look Debs in all her glory. Bless her, she hasn't slept in three days. Look at her eyes.

GOOD, BAD OR UGLY?

For those of you unfamiliar with the weekly cartoon phenomenon that is *Mighty Max*, welcome to the club. Call me out of touch with youth culture, but the boat carrying this subject of pre-teen weekly worship has completely passed me by. Fear not, when you need information on what's hip in the playground, who ya gonna call? My eight-year-old nephew Timothy, that's who. Here is the legend of *Mighty Max* according to Timothy (I'm paraphrasing of course):

Mighty Max has been hand picked by an ancient warrior to save the world from the ongoing wrongs dished out by the evil Skullmaster. Along with his friends Felix and Bea, his bodyguard Norman and his chicken (chicken?) Virgil, Mighty Max must defeat Skullmaster each week in this battle between good and evil. Naturally, the game follows this sacred tradition. Here Skullmaster has hidden parts to a weapon, powerful enough to destroy the world, in secret locations around the globe. Armed with a ping-pong ball gun your mission is to find the parts, recover the weapon and save us all from much blastage.

This strategy platformer can best be described as a cross between *Krusty's Fun House* and Sega's *Toe Jam And Earl*. Each level contains one or more weapon pieces which must be located and then taken to a teleporter either in one-player mode, or together with a mate in two-player, split-screen mode. Locating the pieces is fairly straightforward. An on-screen arrow guides you in the right direction, while you see off the countless baddies. Once you have the piece the fun starts and the comparisons with *Krusty's Fun House* begin. It's not just a matter of picking the piece up and strolling to the teleporter, no Siree! The pieces have to be manoeuvred around each colossal level with the help of see-saws, magnets, balloons, conveyor belts, moving platforms and trap doors. And jolly good fun it is too.

The game is split into five different locations each with several sub-levels. The graphics are admittedly mixed from the mind boggling parallax scrolling in the space station to the flat I-never-want-to-see-red-again-in-my-life volcano level. These inconsistencies aside, the sprites are detailed and their movements fluid. More importantly it plays like a dream. Need I add more?

Mighty Max has everything: challenge, variety, looks, numerous power-ups, loads of secret bits and an addiction level equal to something incredibly addictive. My only real gripe is that with the passwords I found it a tad easy. However, with two difficulty settings and the simultaneous two-player option this has more shelf-life than most.

Unlike the recent *Power Rangers* which was merely a cash-in on the current trend, *Mighty Max* is an intelligent, absorbing and highly rewarding game well worth consideration.

● Sean Atkins

GRAPHICS	SOUND	GAMEPLAY
81%	84%	86%
GAMELIFE	OVERALL SCORE:	83%
79%		

VERDICT: Sony could have easily rush-released a load of old tat to ride on the recent wave of hype surrounding *Mighty Max*, but they didn't. They thought about it came up with a strategy platformer better than anyone expected.

1 After the apocalypse, only three things will survive. **Giant robot ants,** next generation video games and **Ultimate Future Games.** Everything else will be buried under the rubble of the **console war.** **Sega, Sony and Nintendo** will all be battling it out in **1995,** Ultimate is here to guide you through the flak and give you the **hottest info** on the **hottest games.**

Ultimate

2 In the fab Feb issue: **PlayStation** Ridge Racer, Virtua Fighter on the **Saturn,** 3DO Samurai Shodown, Dark Forces for the **PC**. Plus, **Nintendo's Virtual Boy, Saturn vs PlayStation** verdict, win a **32X!!!**

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Screen Shots are illustrative of gameplay and may vary from format to format

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VIC TOKAI

CHARTS

Er, hello, Ted. Erm, those Charts really go with your eyes. Sorry.

For weekly UK SNES chart updates be brave and in to Digitiser, Channel 4 Teletext: page 470. It's as cuddly as a bag of dormice.

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ● NON-MOVER ☆ NEW ENTRY

1	☆	DONKEY KONG COUNTRY ● Nintendo
2	☆	STREET RACER ● Nintendo
3	▲	STARWING ● Nintendo
4	▼	FIFA SOCCER ● Ocean
5	☆	LION KING ● Virgin
6	▼	MORTAL KOMBAT II ● Acclaim
7	☆	SECRET OF MANA ● Square Soft
8	▼	SUPER MARIO WORLD ● Nintendo
9	▼	STUNT RACE FX ● Nintendo
10	▼	SUPER MARIO KART ● Nintendo

UK IMPORT
Compiled by Zap Computers

1	Final Fantasy III – Square Soft
2	Donkey Kong Country – Nintendo
3	Return Of The Jedi – JVC
4	Earthworm Jim – Virgin
5	Demon's Crest – Enix
6	WWF Raw – Acclaim
7	Super Punch Out!! – Nintendo
8	Street Racer – Ubi Soft
9	Illusion Of Gaia – Enix
10	Indianna Jones LC – JVC

AMERICA
Compiled by Chuck Winkle

1	Donkey Kong Country – Nintendo
2	Final Fantasy III – Square Soft
3	Mortal Kombat – Acclaim
4	Madden NFL '95 – Enix
5	Illusion of Gaia – Square Soft
6	NBA Live '95 – Acclaim
7	Beavis and Butthead – Viacom
8	Maximum Carnage – Acclaim
9	NHL'95 – Ocean
10	Bomberman II – Hudson Soft

JAPAN
Compiled by Wil Overton

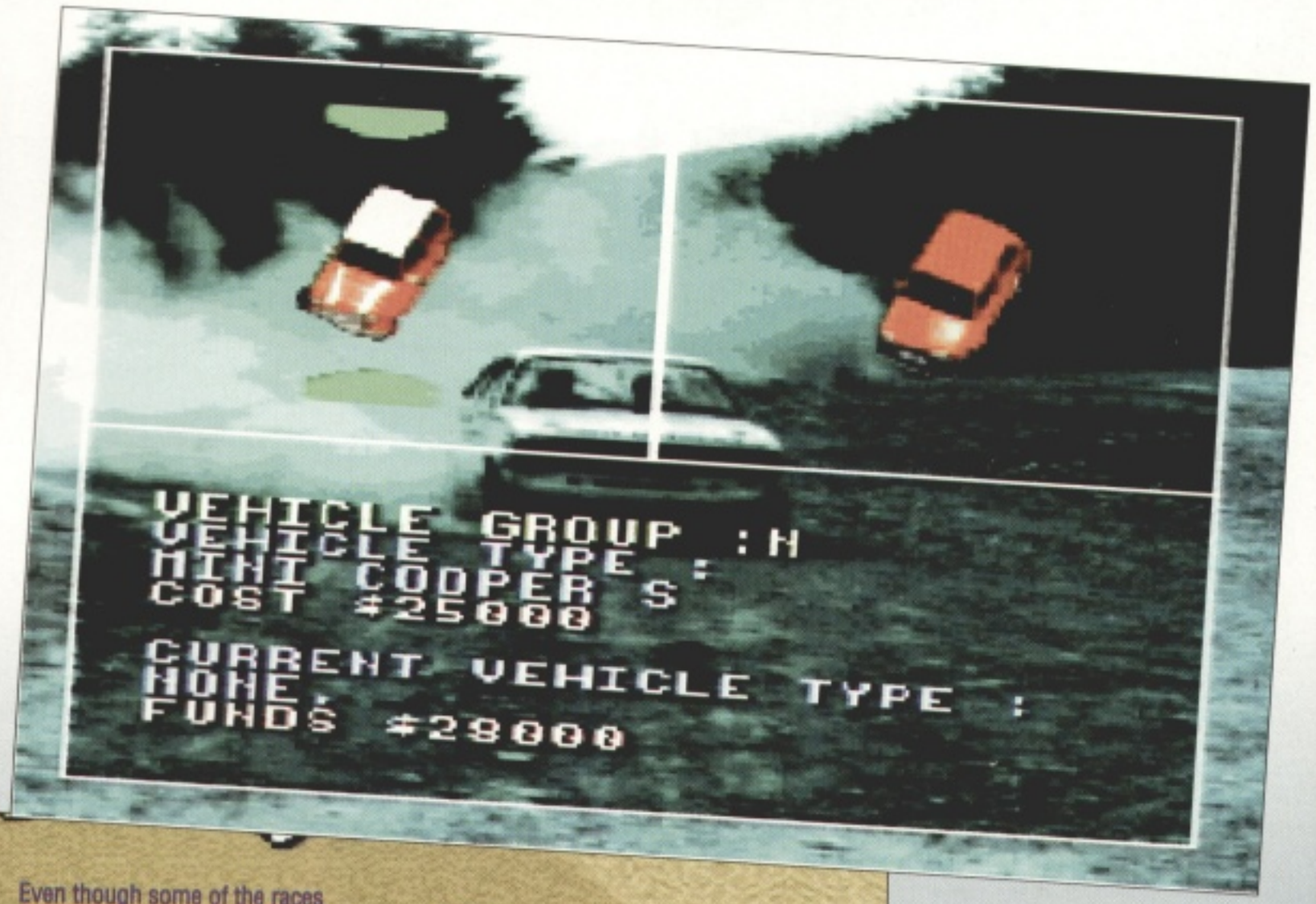
1	Perfect Eleven – Konami
2	Mickey and Minnie – Magical Adventure 2 – Capcom
3	Dragon Ball Z 3 – Bandai
4	Milita – Namco
5	Sankyo Fever! – N/K
6	If... – Altus
7	Kirby's Tee Shot – Nintendo
8	Super Puyo Puyo – Banpresto
9	Feda – Yanoman
10	Samurai Spirits – Takara

POWER DRIVE

Get ready for some serious axle-wrenching, gear-crunching, insurance-rocketing rally action. Maybe. Okay, it's a bit dull, really...

US Release

Game: Power Drive
Publisher: US Gold
Developer: Rage
Price: £55
Release: Out now
Players: 1 (at a time)
Cart ROM: 8 Mbits
Adaptor: Any



Here are the cars you have a choice of at the beginning of the game – the mini's nippy and cheap but it doesn't handle too well. Splash out.

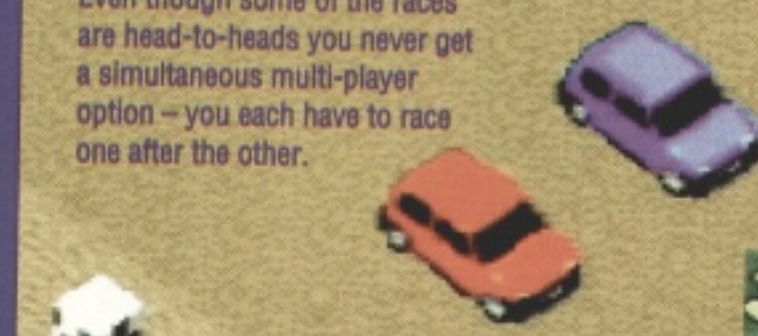
TIME AND MONEY

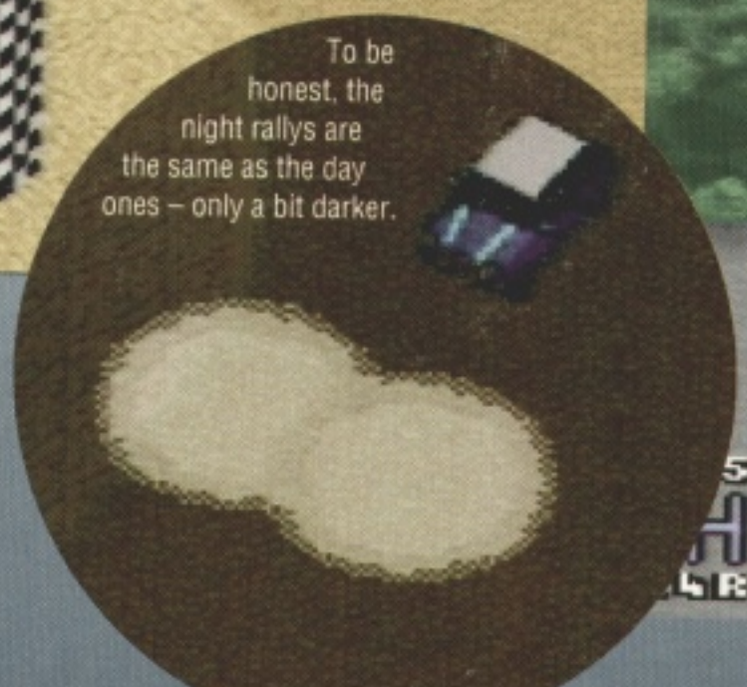
In the strange alternative dimension in which *Power Drive* exists, rally courses are littered with clocks and wads of dosh. Not that you should complain. Pick 'em up and you get faster times and more money to spend on repairs.

Pick up a purple clock, and you'll find that your car suddenly has a turbo facility.

You are going to inform the police that you've found a wad of money, aren't you?

Even though some of the races are head-to-heads you never get a simultaneous multi-player option – you each have to race one after the other.





To be honest, the night rallys are the same as the day ones – only a bit darker.

GOOD, BAD OR UGLY?

You have entered the Twilight Zone. Do-do-do-doooo, do-do-do-doooo. Somehow you have fallen into a timewarp and ended up in 1988 and your SNES has grown a keyboard, gone a kind of tarnished dentures colour and there's a red and blue 'A' emblazoned on it.

And there's this game playing on it. It's an overhead racer based on rally driving. It's pretty good. It handles well and the graphics are reasonable. But it's a product of its time. The sort of thing that might have scored around 80% back than. And it's called... *Power Drive* (gosh, you weren't expecting that, were you?).

Anyway, back to reality. This is, of course, an exaggeration. But not a big one. There's nothing essentially wrong with *Power Drive.* It's just that, with the exception of a couple of the selection screens, it's so startlingly old-fashioned.

You get to rally in eight different countries, and in each there are a number of different races – time trials, head-to-heads, night rallying, that sort of thing. You start out with a Mini but can move on to bigger and better (but, somehow, more characterless) cars as your winnings grow, but you also have to pay for repairs to your vehicle. The insurance probably isn't very cheap either.

There are different weather conditions which all require different handling. And as your car get battered, they also tend to handle differently. So, yes, a lot of thought has been put into the programming.

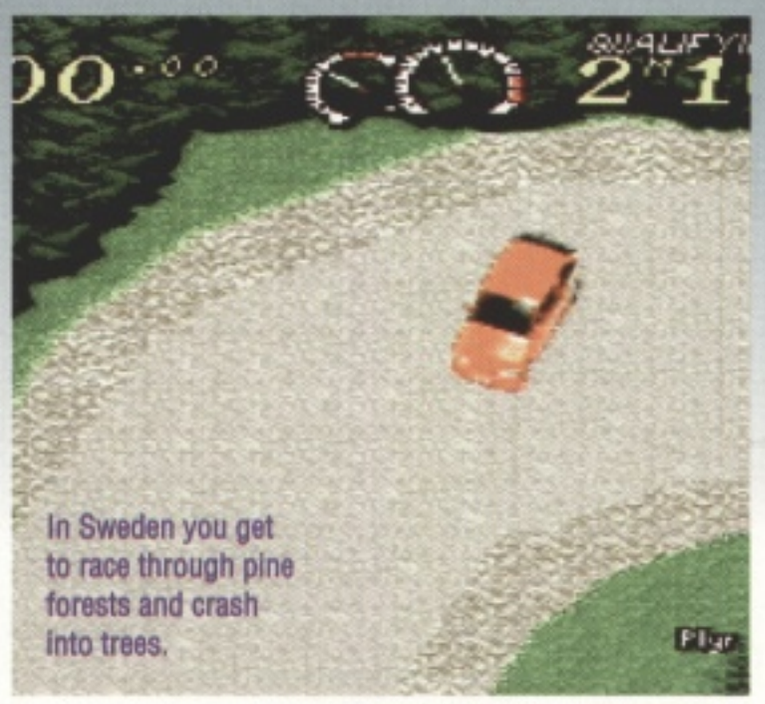
But, to put it bluntly, it just isn't very exciting. It's about as state-of-the art as an eight-track cartridge, and we expect a bit more from SNES games. It just goes on in the same rut for track after track, and once you've mastered the handling – and it's not easy – that's the challenge over. Okay, the courses get trickier, but somehow they don't get any more interesting. And there's no simultaneous two-player option – a crime where driving games are concerned.

So, while there's no way you could call this bad game, it's hard to know who'd get any great pleasure from it. Most SNES owners would probably just find irritating. Sign of the times, I'm afraid.

● Dave Golder

GRAPHICS	SOUND	GAMEPLAY
68%	73%	71%
GAMELIFE	**OVERALL SCORE:**	**69%**
62%		

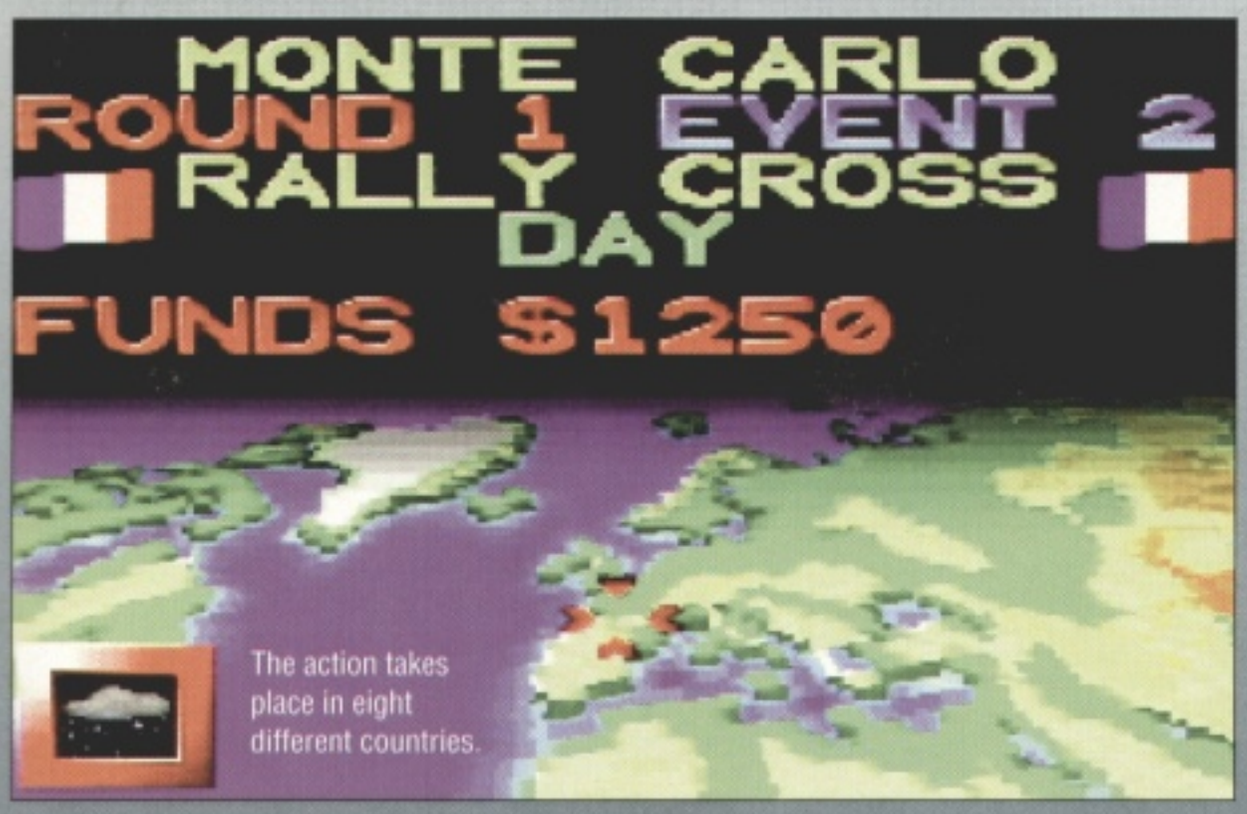
VERDICT: It's like *Micro Machines* never existed. Old-fashioned bordering on primitive, *Power Drive's* like a fairly good mid-'80s Amiga game. It's playable enough, sure, but come on... it's not exactly the sort of thing you bought a SNES for.



In Sweden you get to race through pine forests and crash into trees.

There are four different weather conditions, and they really do have an affect on the way your car handles.

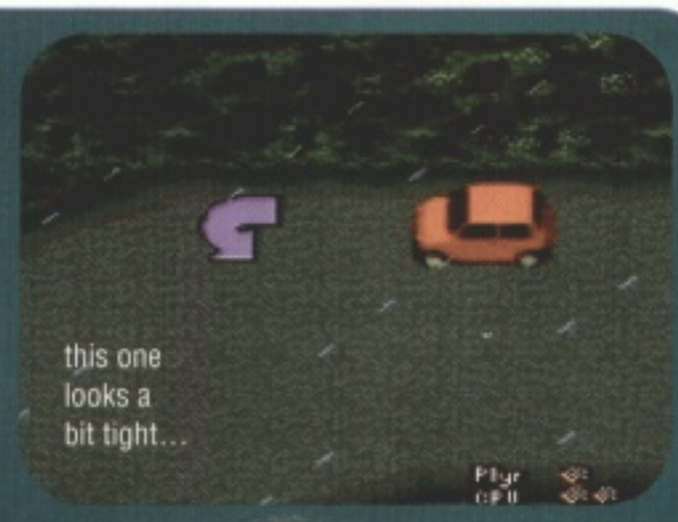
Rally puts your car through a lot, so make sure you keep repairing the thing...

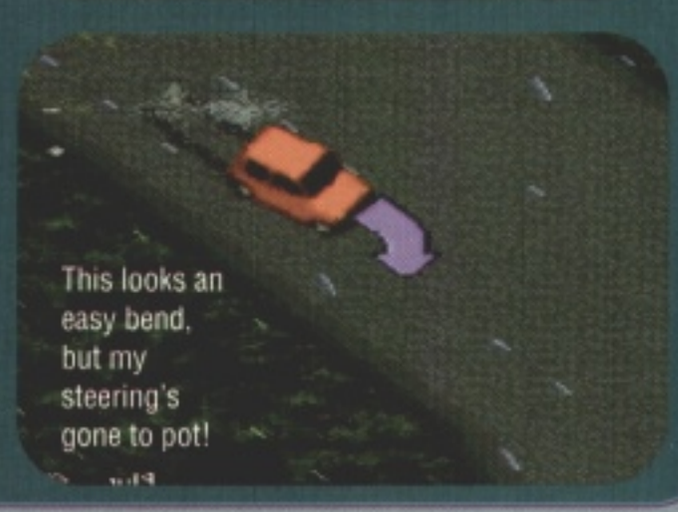


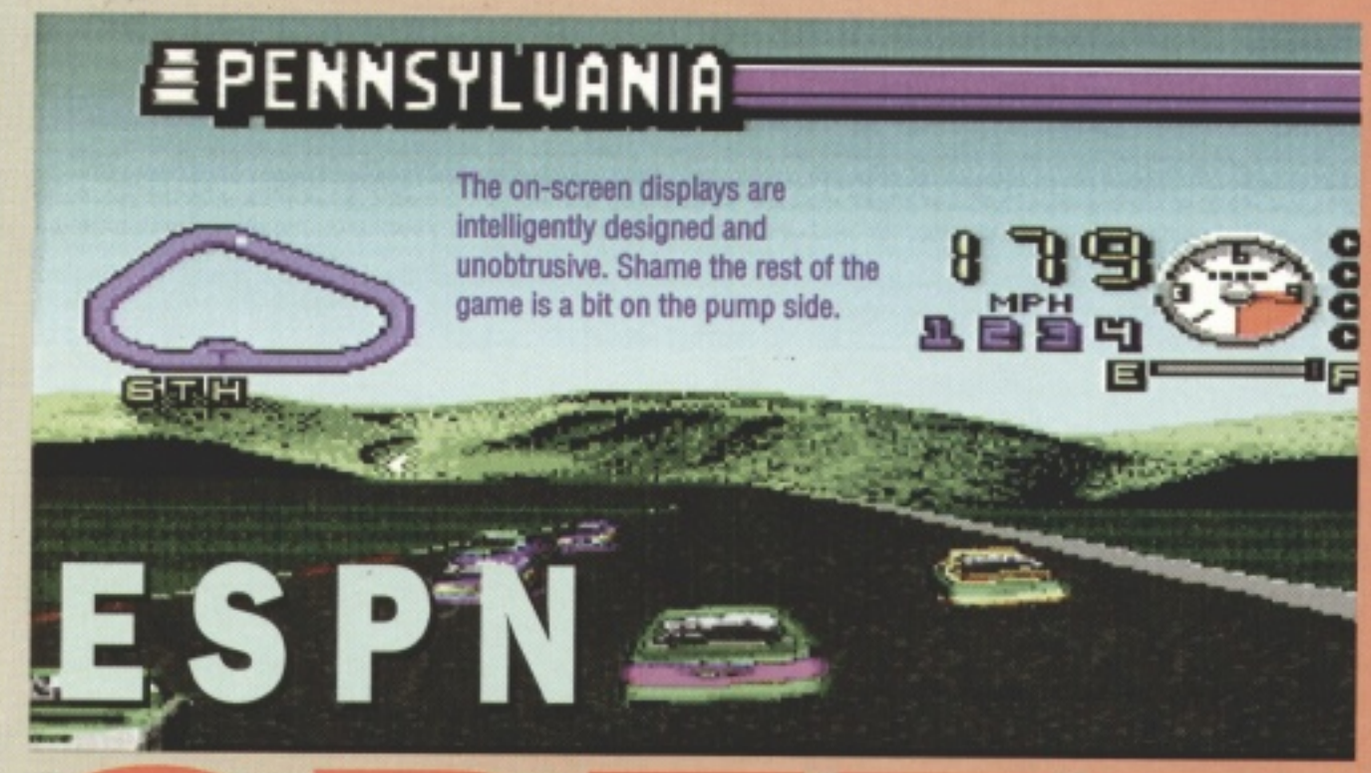
The action takes place in eight different countries.

DIRECTION ARROWS

There's a dead handy option for beginners which gives you arrows that tell you which direction you need to take at the next bend. Cheating? Nah. It's just like having a navigator, that's all.





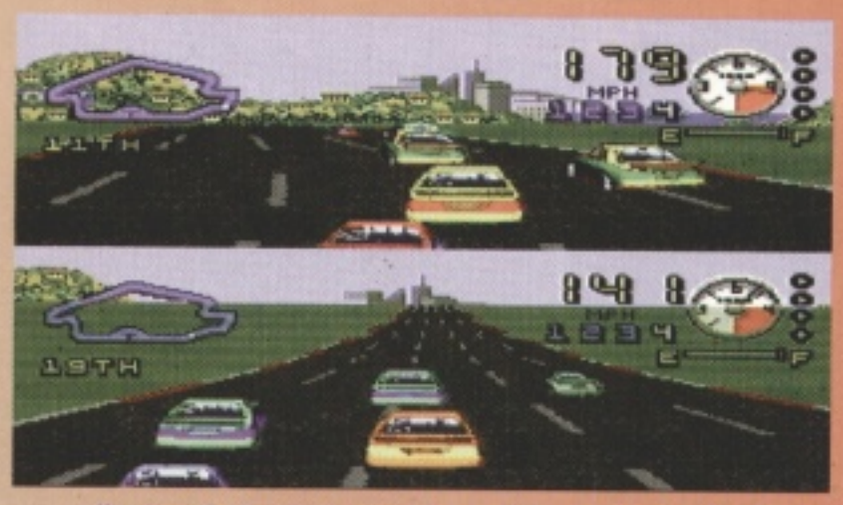


SPEED WORLD

Yet another licence in the ever growing ESPN sports series. Whatever next, stock car racing? Hang on a minute...

US Release

Game: ESPN Speed World
Publisher: Sony
Developer: Bitmasters
Price: £44.99
Release: Out now
Players: 1-2
Cart ROM: 8 Mbits
Adaptor: Any



I've heard of waking up with a splitting headache, but this is ridiculous. Okay, so it's a poor joke but what would you write?

Allow Me To Introduce...

He's digitized, he talks out of sync, and he uses up far too much valuable memory which could have been better spent on the game itself. His name? Dr Jerry Punch, some American sports commentator who, unsurprisingly, commentates throughout the game. Silly name, silly game.

GOOD, BAD OR UGLY?

ESPN is an American sports network covering everything from American football, ice hockey and basketball to, erm, stock car racing. Yes, stock car racing. Each of the other sports has had an ESPN conversion so it was only fitting that stock car racing should have its day on the SNES.

Well, *Speed World* is ambitious, I'll give it that. You name it and Sony have crammed it into this two-player, split-screen driving epic. The list of options alone would fill this page, so forgive me if I don't regurgitate every detail from the manual.

There are numerous rural tracks on which to race against the 23 computer opponents. In single race or head-to-head mode you get to choose your track, whereas in Season Mode you must work your way through them gaining points and earning cash as you progress. With the cash you win you can customise your car for maximum performance. Everything from the tyres, transmission and engine to the angle of the spoiler and shade of paintwork can be fiddled with endlessly. In this respect *Speed World* does demand some intelligence. Unfortunately, in the actual race a baby monkey with a touch of flu would probably get a top ten placing.

Admittedly the graphics are fine (especially on a page where you can't see the game moving) and there's no doubting the effort put in to the myriad options, it's just that the gameplay is utter cack. It's all very responsive but needlessly so, and there isn't enough to do. Driving around an oval is not the most taxing challenge in the world. I don't care if the courses *are* based on actual circuits, they're rubbish.

The American advertising campaign for *Speed World* states that it makes other driving games *look* like driving games. Maybe, but it makes other driving games *play* like the real thing.

● Sean Atkins

GRAPHICS	SOUND	GAMEPLAY
74%	79%	35%
GAMELIFE	OVERALL SCORE:	
69%		60%

VERDICT: *Speed World* is packed with enough options to satisfy even the most committed anorak so it's such a shame that it plays like a dog. Okay, it looks good, but then again so do many cheeses and you wouldn't spend £50 on them.

NEW HORIZONS

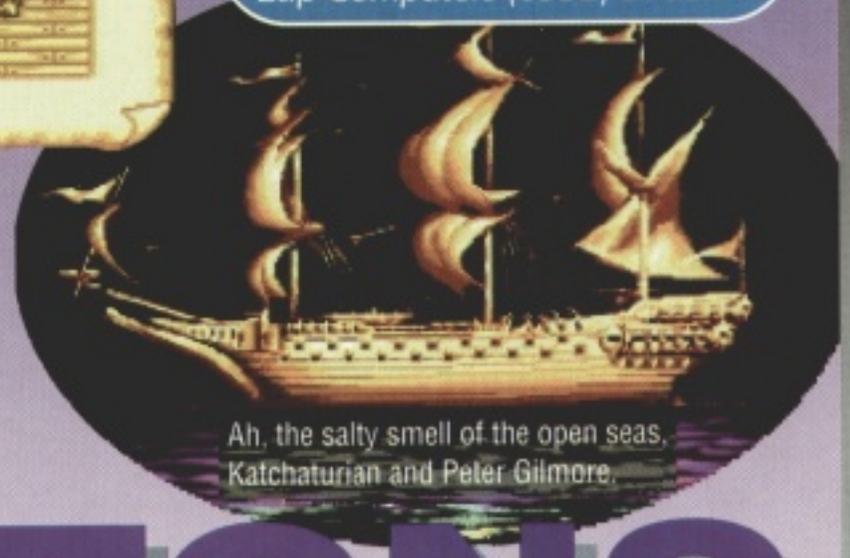
Avast, ye scurvy dogs! Splice the mainbrace, arrr, secure the jib – oh look, I can't keep this up.

US Release

Game: New Horizons
Publisher: Koei
Developer: In-house
Price: £55 approx
Release: Out now
Players: 1
Cart ROM: 16 mbits
Adaptor: NTSC only
Supplied by:
Zap Computers (0532) 590077

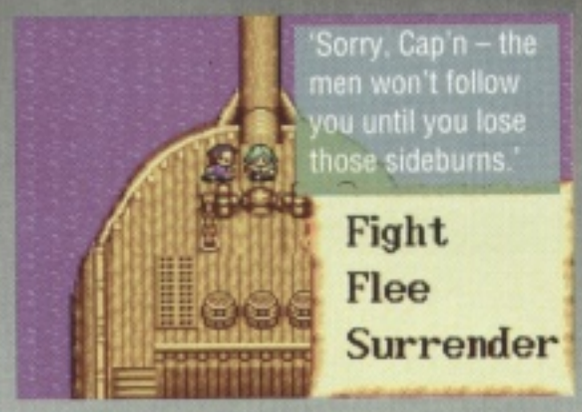
~Otto~
A Royal Knight of the British Empire, Otto is on a secret mission for King Henry VIII. Sailing as a privateer, his goal is to defeat the Spanish Fleet.

There are six scenarios to play, each based on a 16th century seafarer. Otto – what an English name. Or perhaps not.


Ah, the salty smell of the open seas, Katchaturian and Peter Gilmore.

RUM, SODOMY & THE LASH

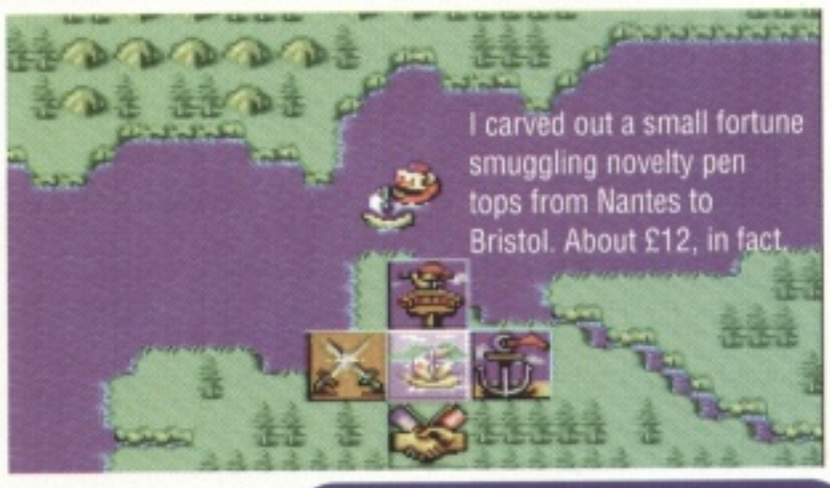
Battle takes into account the tacking of your ship and the direction of its cannons, but it's still limited. Personal combat, sadly, is a game of scissors, paper, stone.



'Look, just a shave. Keep the back long.'

Catalina
This red-haired pirate hails from Spain. She seeks revenge on Portugal for the mysterious loss of two men - her brother and her beloved.

Despite the packaging, this game is not an RPG. What you actually get is a bit of exploring, a bit of fighting and a lot of shopping. Oh, and a green-haired Dutchman.



However, a few frames of repeated dialogue establishing the scene do not a story make.

GOOD, BAD OR UGLY?

New Horizons is not an RPG. It's a strategy game, from a company that's already produced dozens of unexceptional strategy games, so it's not intended for mass appeal. Scoring it isn't easy for that very reason: much as I love strategy games, the majority of console owners won't be – and don't deserve to be – won over by this effort.

New Horizons steadfastly bucks the recent trend of SNES games having impressive graphics and stirring eight-channel music, settling instead for the traditional Koei blend of ropy NES-like visuals and tunes that loop every ten seconds. In fact, the whole thing feels like it was written in BASIC. Unfortunately for the programmers I suspect that if they haven't learnt anything clever by now, they never will. Major frustration points ahoy:

- The battery back-up holds just one saved game. It's even possible to save the game in a no-win situation and ruin days of hard work.
- When the history's trotted out, it can feel like a second-class edutainment title – but no press-gangs, slavery, or colonial imperialism in this version of events. Nintendo of America has even changed 'tavern' to 'cafe', 'wine' to 'grape juice', etc. – what do they teach them in US schools? That sixteenth-century sailors were pacifist multi-cultural teetotallers with no social diseases?
- Ship names must be no more than two words of five letters. Fine for Japanese pictograms in the original, but I wanted a galleon called 'The Filthy Maid of Galveston'.
- Why do you have to buy at least one unit of a commodity before the ship's book-keeper can tell you the best place to sell it?

Having said all that, I rather liked *New Horizons*. Why? Well, because I'm a bit sad and I'll happily spend hour after hour clicking through ship menus and twiddling with the zip on my snorkel jacket. The trading aspect even reminded me of a pale youth spent playing *Elite*. But my patience was sorely tested by hearing the same pieces of dialogue repeated a hundred times, and discovering that all the pirates I thought I had slain were mysteriously still alive and docked in the next port (the game had evidently run out of new pirate names).

In comparison to some of the top-notch strategy games you'll find on the PC and Amiga, *New Horizons* is actually several years behind: but for us SNES-owning strategy fans there's little else to occupy us until we see *Civilisation* and *Sim City 2000* translated. Sadly.

Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
30%	52%	59%
GAMELIFE	OVERALL SCORE:	62%
79%		

VERDICT: One of Koei's more accessible titles to date, but only cautiously recommended even to fellow stratoraks. Normal people should flee in terror.

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CLAYFIGHTER 2

JUDGEMENT CLAY

As the *Street Fighter* clone that dared to mock Elvis returns to take a swipe at Arnie, we quake and prepare for *Judgement Clay.*

Frosty gets a 'slice' of the action as Nana chucks a 'slice' of fruit his way.

Bad Mr Frosty lets rip with a snowball attack.

Above: Hoppy The Battle Bunny is just about to stroke Nana's chin in a friendly kind of a way. Nana reaches out to hug him as if he were a long-lost brother. Kind of.

Tiny, one of the three characters retained from the original, flexes his muscles. Nice pants, mate.

The Blob's amazing morphing ability in full (well, full-ish) effect. I couldn't help him to change into a fist though.

'I'd like to be under the sea in an Octopus' garden.' Maybe The Beatles weren't all that great after all.

UK Release

Game: Clay fighter 2: Judgement Clay
Publisher: Interplay
Developer: In-house
Price: TBA
Release: TBA
Players: 1 or 2
Cart ROM: 8 Mbit
Adaptor: Any

I wanted to write an Elvis caption. James, can't we do a retro review of the original?

Octo's spinning cartwheel has brought Bad Mr Frosty to his knees. Just where he belongs.

GOOD, BAD OR UGLY?

Confused? You should be. I know I am. And another thing I know is that when I reviewed the original *Clayfighter* back in issue 14 I was mighty impressed by the originality and humour of the irreverent one-on-one beat-'em-up.

Clayfighter 2: Judgement Clay is very close in appearance and gameplay to the original it's based upon, the chief modification being the introduction of a whole bunch of stupid new animated characters, and a sackful of manic moves to access. Gone, sorrow of sorrows, is Blue Suede Goo – the quiffed-right-up Elvis-in-flares character – but rest assured that the five new characters should deliver enough bed-wettingly funny (well, maybe not quite that funny) action.

The gameplay's much the same – slightly slicker if anything – and the characters' moves are still based on the *Street Fighter* geezers of whom they continue to take the mickey, though not so closely. If anything there's a little more variety of moves than in the first game, with Octo's bizarre cartwheel and Goo-Goo's wielding of an alarming spiked rattle. And Bad Mr Frosty's (remember him?) fireball-esque snowball move cloned by a number of new characters. (Hoppy The Batting lobs carrots, for example.) And hey – Blob's still there in all his unpleasantness.

The joke's not quite as funny the second time around. Even though the title's play on *Terminator 2* and the ripped off bullet-holed *T2* logo is a neat piece of opportunist humour, the Arnie-mocking stops when the title screen fades away. I was excepting a leather-clad, gun-toting, shades-wearing character complete with pseudo-Austrian slurred samples, but perhaps I was being a wee bit optimistic. Blue Suede Goo was by far and away the most chuckle-worthy and popular character in the original and without his 'Woah!'s and quiff-flicks it feels a little lame by comparison.

Still, as a viable alternative to *Super Street Fighter* and *Mortal Kombat II* (you may just be bored of reading about them), *Judgement Clay* edges its year-old parent and must rank up alongside *Turtles Tournament Fighters* (and above the likes of *Dead Dance* and *Fatal Fury 2*). But surely that's not the point of *Clayfighters* is it? Well is it?

● Josse Bilson

GRAPHICS	SOUND	GAMEPLAY
90%	85%	75%
GAMELIFE	OVERALL SCORE:	87%
70%		

VERDICT: There are a wider range of characters and a decent amount of moves in this sequel. The sounds are smart too, but the joke's worn just a little thin the second time around. The gameplay's improved, but not enough to make it rank alongside THE BIG TWO. It's great fun, but feels a little lost.

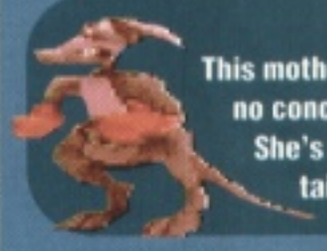
THE NEW CREW

Bad Mr Frosty
Erm, not exactly new, I know, but he's here in the crew. Once a mild-mannered snowman, Frosty, as we call him got in a spot of bother with the law and went renegade. I blame society.

The Blob
Oh, this new character business isn't going very well. I promise it'll pick up soon. He's spent his time perfecting some new Goojitsu moves including the spit attack where he quite literally hocks a loogie at his opponent.

Hoppy 'The Battle Bunny'
Hoppy's gruesomely myxomatosed eyes are covered with a bandanna, but he has no problems with aiming his spinning carrots. Press away for a couple of seconds, then towards your opponent with a punch button and he'll throw an endless supply of carrots.

Goo Goo
This unruly neonate is the true spawn of Satan. Maybe. A more sophisticated combo will bring about Goo Goo's flying Ram Butt which can cripple slow opponents.

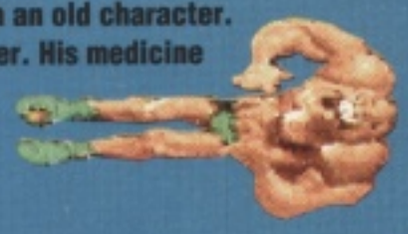


Kangoo
This mother of two is a boxing joey with absolutely no concept of the Marquis of Queensberry rules. She's well aware that a mighty sweep from her tail will do more damage than a right hook.

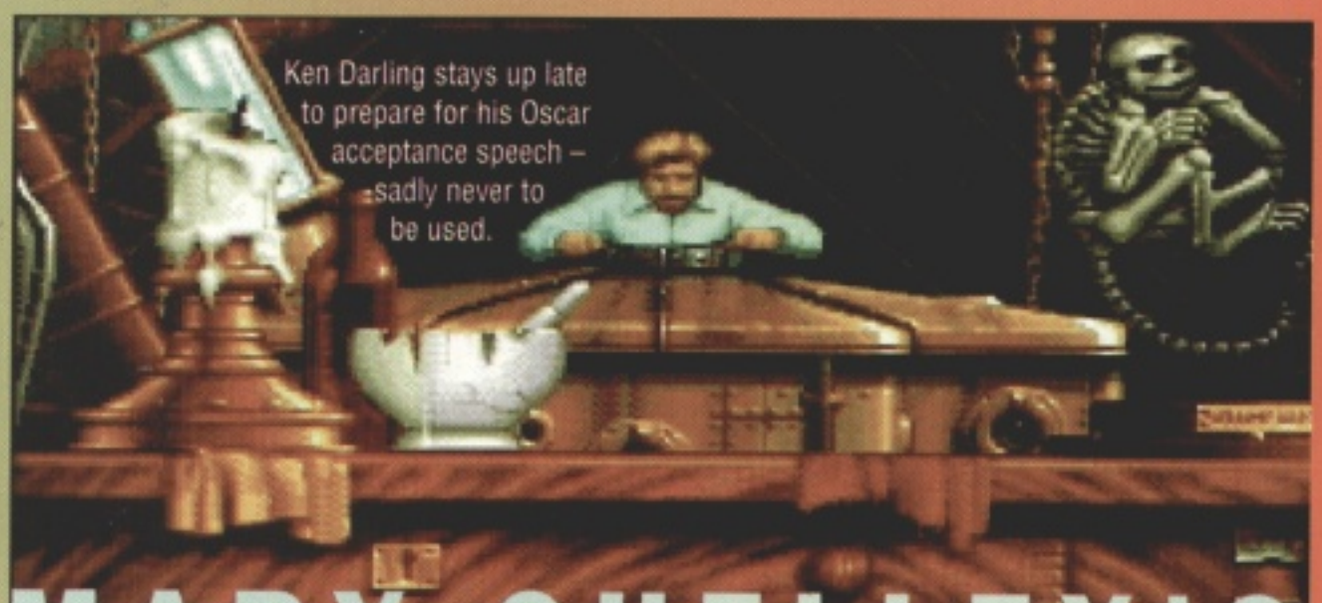
Nana Man
This big yellow Jamaican fruit loves nothing better than forcing unwitting opponents to taste his banana. He slices off a bit of his undercarriage and lobs it across the screen. Yummy.

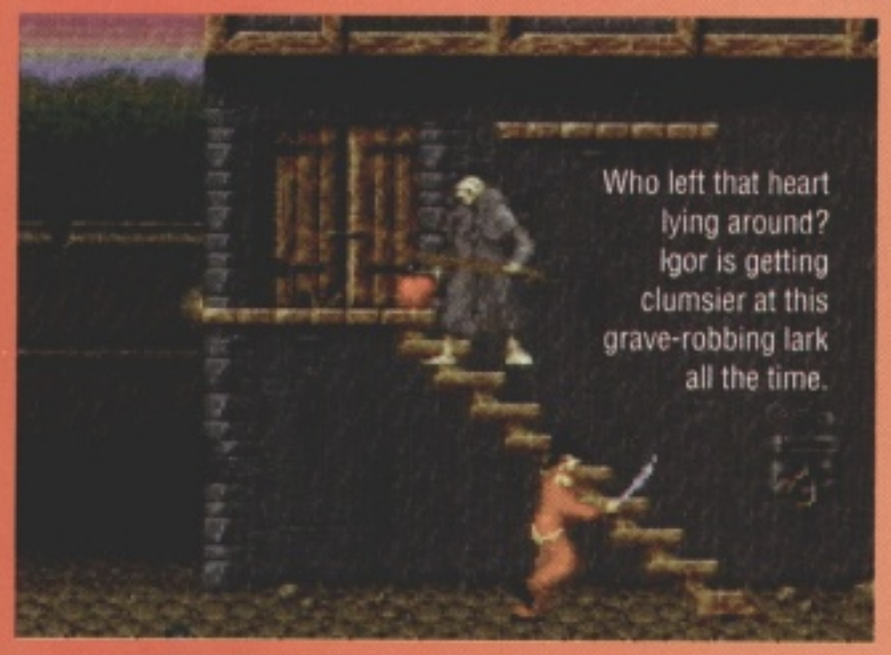
Octo
It's getting ridiculous now. Octopuses don't have teeth. But this aggressive mutant does. With a similar combo to Goo Goo's he'll cartwheel across the screen taking out whatever – and whoever – is in his way. Nasty.

Tiny
Ah, good. Let's round things up with an old character. Tiny's back and he's bigger than ever. His medicine ball attack is one of the most devastating of the lot. If he somersaults into a ball get out of the way.



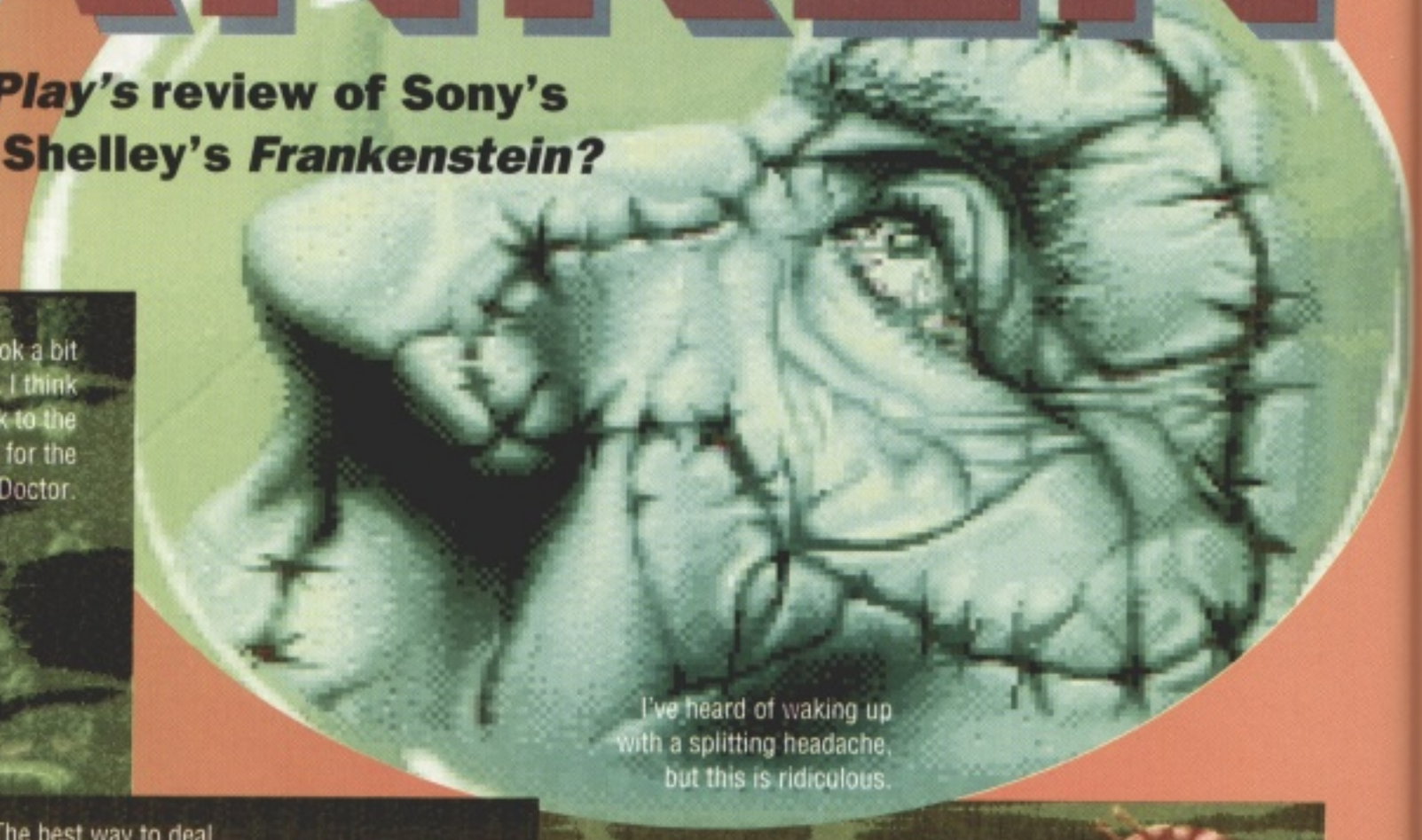
Tiny's medicine ball will hurt Goo Goo. Ignore the rat. It's not real.





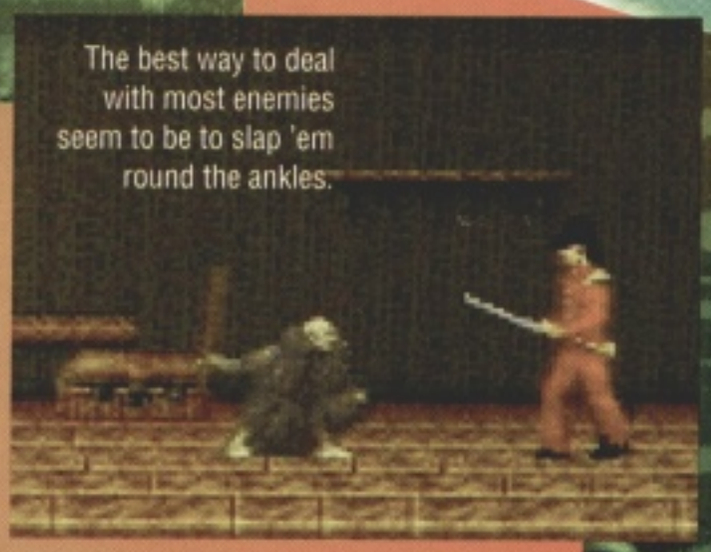
MARY SHELLEY'S FRANKEN

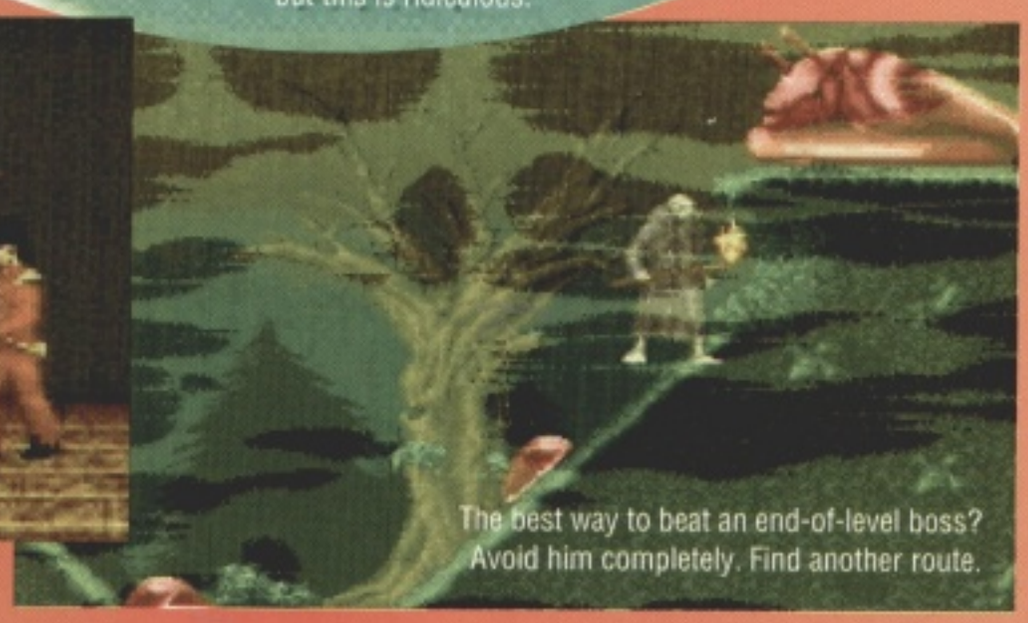
Or should that be *Super Play's* review of Sony's Kenneth Branagh's Mary Shelley's *Frankenstein*? Er, perhaps not...



US Release

Game: Mary Shelley's Frankenstein
Publisher: Sony Imagesoft
Developer: Bits Corporation
Price: £55
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by: Zap Computers 0532 590077





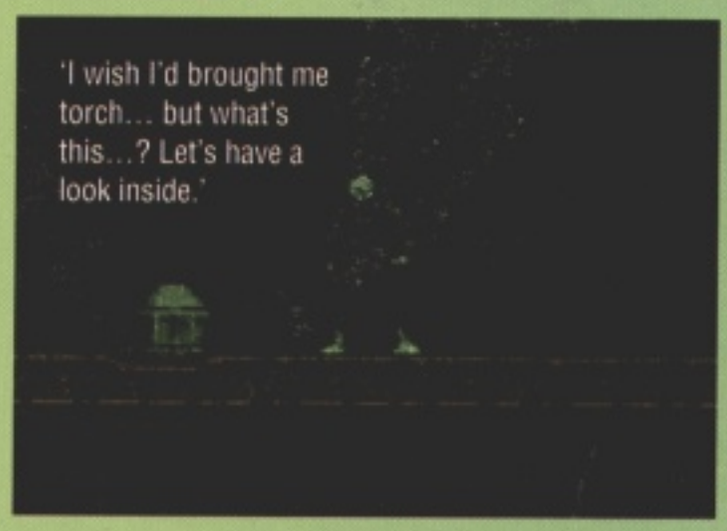
MATHS LESSON

Like in the best episodes of *Scooby Doo* (though how you can make a qualitative judgement on *Scooby Doo* is beyond me) there are loads of secret passages and clues to pick up.

Some of the secret passages are dead handy, as they let you avoid the end-of level bosses. So it's well worth seeking them out.

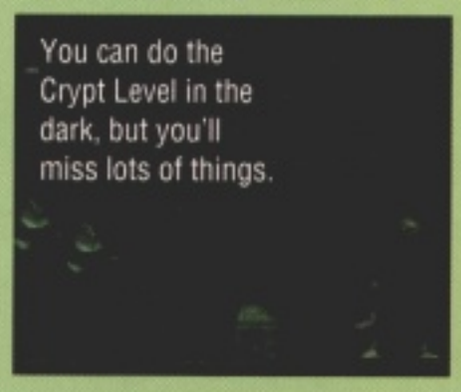
But to get through them you usually have to pick up a few objects along the way, and then combine them in your inventory to create a new object. For example, discover the book on heraldry, the sword and the two-headed battle axe in the crypt, and you'll be able to combine them to make a heraldic symbol that lets you into a secret chamber...

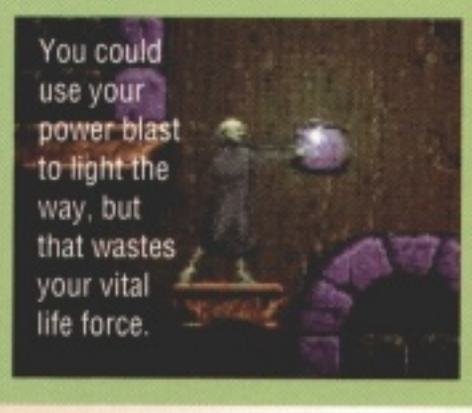
Er, it does make sense... honest.

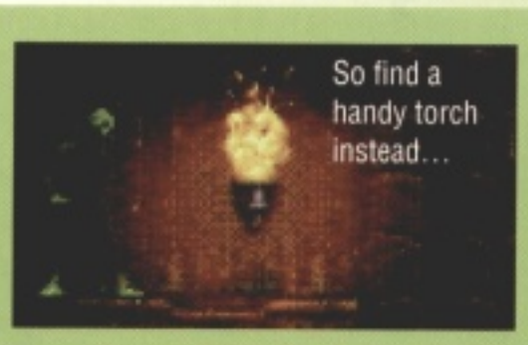


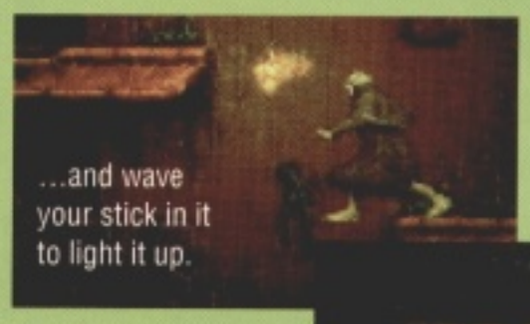
LIGHT UP

Suddenly... the lights went out! Yes it's that age old horror film stand by. But what do you do about it? Well, Frankie can use his big stick for more than just whacking people around the ankles. If there's a fire around, wave the stick in the flames and it will catch light. This is useful in various parts of the game, such as for lighting your way in the crypt or exploding the marsh gas in the forest.


You can do the Crypt Level in the dark, but you'll miss lots of things.

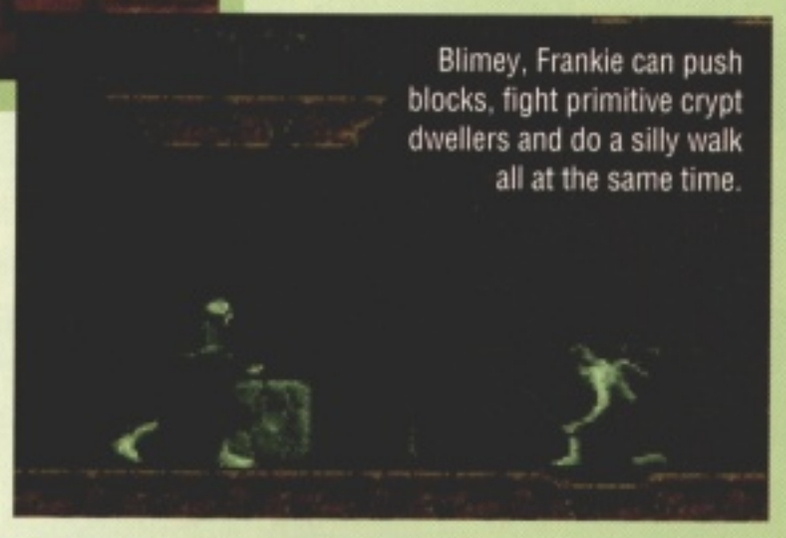

You could use your power blast to light the way, but that wastes your vital life force.

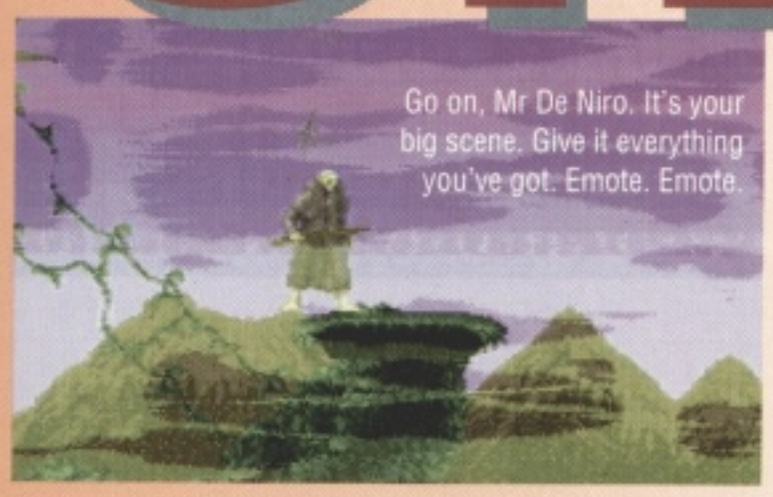

So find a handy torch instead...


...and wave your stick in it to light it up.

Wave a lighted torch in the marsh gas on the next level for an explosive effect.

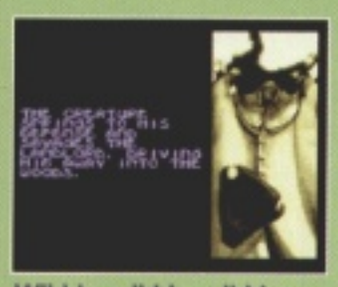
STEIN


Blimey, Frankie can push blocks, fight primitive crypt dwellers and do a silly walk all at the same time.


Go on, Mr De Niro. It's your big scene. Give it everything you've got. Emote. Emote.

THE PLOT

Let's face it, Kenneth Darling's film was a bit slow, and didn't have many scenes that lent themselves readily to a computer game licence. So in between levels we get told the plot with the help of seemingly endless sepia-tinted pictures. You'll be skipping past these, we can guarantee.


Wibble, wibble, wibble...

...Blah, blah, blah... yawn, yawn, yawn...

...Let's just get back to the game, okay?

GOOD, BAD OR UGLY?

It's a huge great lumbering monster of a thing, badly stitched together and lacking in any wit or intelligence. And, no I don't mean Doctor Frankenstein's creation – I mean the film.

It must have seemed like a good idea for a licence at the time – a gothic horror directed by Kenneth Darling. But when programmers Bits saw what they had to work with, I bet they must have wished they'd got to do something easier... like *Driving Miss Daisy*, perhaps.

I mean, the poor game gets off to a bad start with its ridiculous main sprite. Frankie as portrayed by De Niro as represented in this game ends up like looking like Max Wall in a long coat trying to do ballet. He shuffles along in the most irritating fashion, but that's nothing compared to his decidedly camp, limp-wristed jumping and stick shaking.

But do Bits rise above this mediocrity? Do they defiantly resolve to make a game that outshines the film? Do they heck. Nope, they go for the standard platformer-with-a-few-puzzly-bits formats.

To be fair, it's all pretty adeptly done. The first level doesn't bode well, with some hum-drum graphics, but things improve rapidly, and there are moments of imagination and originality in the later levels.

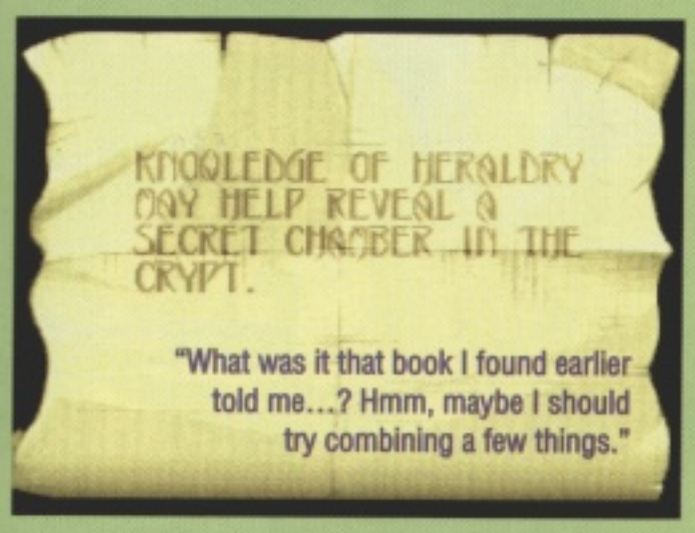
But sadly they're too few and far between, and the overriding impression is of a game where you run backwards and forwards a lot, pulling levers, pushing blocks and picking up objects that help you get past obstacles – well-worn gimmicks, one and all.

It's a film licence by numbers. Basically.

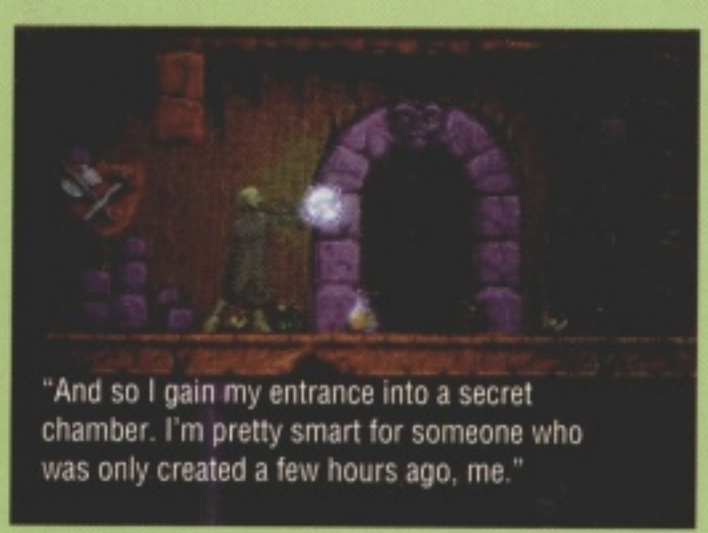
● Dave Golder

GRAPHICS	SOUND	GAMEPLAY
78%	65%	70%
GAMELIFE	**OVERALL SCORE:**	
67%		69%

VERDICT: **A pretty standard, fairly old-fashioned platformer that only occasionally shows any spark of real life. Playable enough, it shambles along aimlessly (much like De Niro in the film) and ends up pretty unmemorable.**



"What was it that book I found earlier told me...? Hmm, maybe I should try combining a few things."

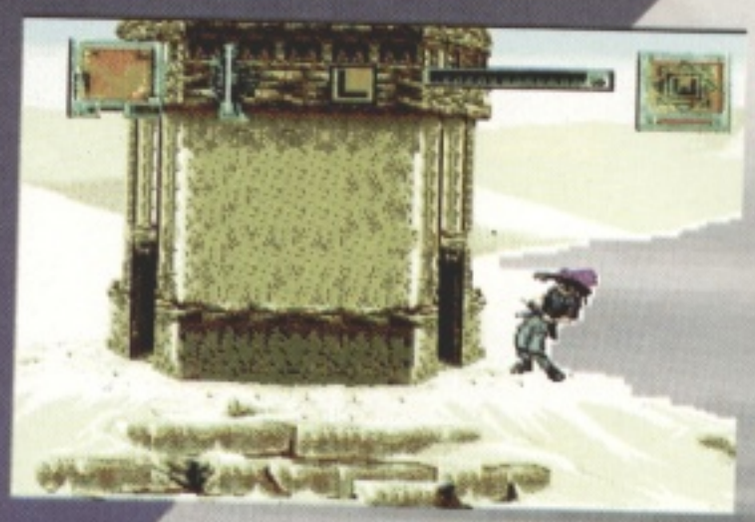

"And so I gain my entrance into a secret chamber. I'm pretty smart for someone who was only created a few hours ago, me."

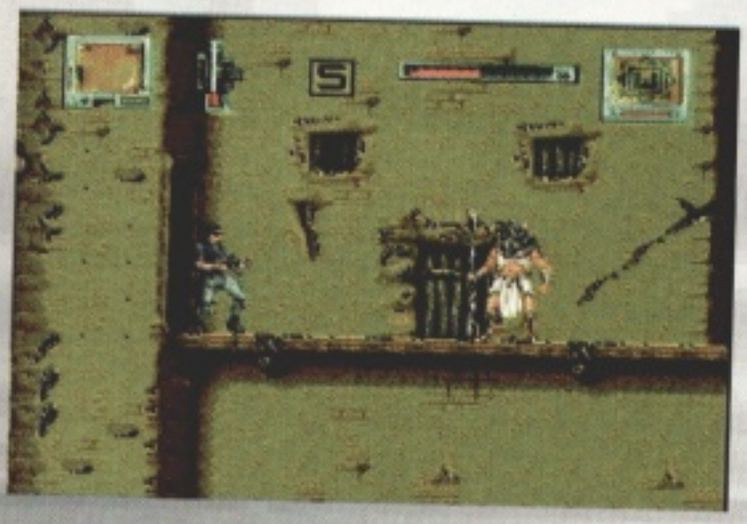
TOTAL!

Ra, Ra, er... Ra!

In the next issue of TOTAL! we pay our respects to Ra the Egyptian God of sun with an exclusive and somewhat heady mix of a SNES preview, a Game Boy review and various snippets not entirely unrelated to the superb new film, Stargate. To rub shoulders with the rich and omnipotent, get TOTAL!.

STARGATE





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Yes, it's about time we asked you your opinion of *Super Play* again. We all know it's great, but seeing as you're the one reading it, we'd like you to tell us exactly what you think.

All you need to do is tick the boxes, then send off the form. Write down which Sony Electronic Publishing official release you'd like, and you could be one of 10 lucky winners, receiving it in the post soon.

1 How often do you get *Super Play?*

- Every issue ❒
- Most issues ❒
- Some issues ❒
- This is the first issue I've bought ❒

2 Where did you buy it?

- Independent newsagent ❒
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- Supermarket ❒
- Subscription ❒
- Other ❒

3 Out of ten, rate these bits of the magazine

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- Yes ❒
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- TOTAL! ❒
- GamesMaster ❒
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- Male ❒
- Female ❒

8 How old are you?

- Under 10 ❒
- 11-13 ❒
- 14-17 ❒
- 18-22 ❒
- 23-30 ❒
- 31 and over ❒

9 Which machine(s) do you own?

UK SNES ❒
US SNES ❒
Japanese Super Famicom ❒
Game Boy ❒
Mega Drive ❒

10 How many carts do you have?

1-3 ❒
4-6 ❒
6-10 ❒
10-20 ❒
Over 20 ❒

11 Which of the following do you think you'll buy?

Ultra 64 ❒
Virtual Boy ❒
SNES CD Drive ❒

12 What's your favourite sort of game?

Beat-'em-ups ❒
Puzzle games ❒
Shoot-'em-ups ❒
RPGs ❒
Sports games ❒
Racing games ❒
Platform games ❒
A game with a cat in it ❒

13 What was the last game you bought?

14 How much do you spend per month on videogames? Tick one;

£0-40 ❒
£41-60 ❒
£61-100 ❒
£101-150 ❒
Over £150 ❒

15 How often do you buy games? Tick one;

Once a week ❒
Once a month ❒
Once every two months ❒
Once every three months ❒
Once every four months ❒
Less frequently than that ❒

16 Do you buy games by Mail Order or from the High Street?

Mail Order ❒
High Street ❒

Name:
Address:

If I win an officially released Sony cart, I'd like (please tick box)

❒ Brett Hull Ice Hockey ❒ Micro Machines ❒ Jurassic Park II ❒ Mighty Max ❒ Vortex
❒ Troy Aikman American Football ❒ Legend ❒ Charles Barkely Shut Up And Jam!
❒ Mickey Mania ❒ Super Morph

And that's it! Just tick the boxes, using all your honesty and judgment, and you could win the official Sony cartridge of your choice. Simply tick the box next to the game you want from the list above, and you could be one of 10 lucky winners!

Please post the survey back to us by 15 February 1995. Thanks!

CHARLES BARKLEY SHUT UP AND JAM!

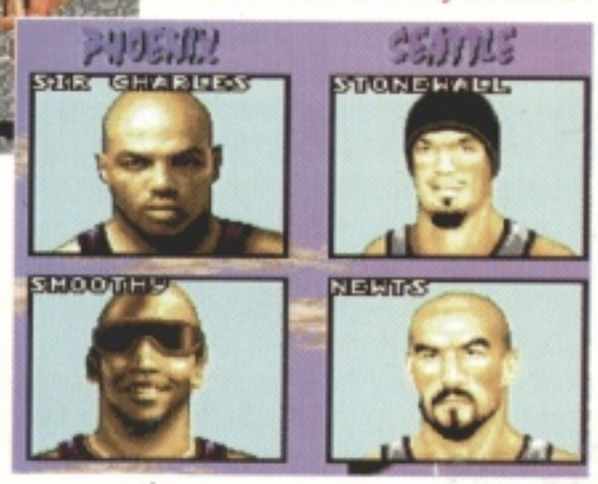
UK Release

Game: Charles Barkley – Shut Up And Jam!
Publisher: Sony Imagesoft
Developer: Accolade
Price: £49.99
Release: Out now
Players: 1- 4
Cart ROM: 8 Mbit
Adaptor: Any

***Charles Barkley Shut Up And Jam?* Charles Barkley smile occasionally, grow some hair and get a proper job more like!**

Help! This ball's filled with Helium. Do something! Get a step ladder quick! I'm getting higher! I'm walking in the air…

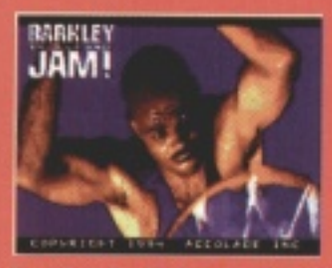
And here we see the boys practising the art of ball levitation.



What's Stevie Wonder doing with Sir Charles and why Smoothie?

That's it, give him a pat. Tickle his tummy, he likes that. Now give him a choccie treat. Aaah!

GOOD, BAD OR UGLY?



What is it with these getting-back-to-the-roots-of-the-game basketball sims? First there was *Jammit*, a God-awful graffiti-strewn basketball Dave Lee Travesty, and now we have *Charles Barkley Shut Up And Jam!* Both take the game to those outside courts seemingly found in most urban jungles, both forgo the rules of the game and both use only four players. Why? You don't get footy sims featuring a bunch of school kids fumbling over a 99p garage football in an overgrown park with only a couple of jerseys as goal posts, do you? Very odd.

In terms of graphics this offers nothing new. The backgrounds are surprisingly flat for the SNES, the scrolling is average and the sprites are well animated but plain. Accolade appear to have spent most of their budget persuading Sir Charles to sign on the dotted line rather than investing in the look of the game.

Still, it's not all bad. With loads of courts, passable gameplay and more digitized pictures than you know what to do with this is definitely playable. It's just not great that's all.

Overall, *Charles Barkley Shut Up And Jam!* seems to have missed the point somewhat. Basketball is a game where the emphasis is on defense. This in itself is theoretically dull but take away the rules and it's *actually* dull. By all means exaggerate the gameplay, maybe even add a touch of humour but simplifying a sport is a definite step backwards. *NBA Jam* exaggerated everything and it was absolutely brill.

After all, basketball's a game and games need rules or what's the point of point playing?

● Sean Atkins

GRAPHICS	SOUND	GAMEPLAY
73%	79%	76%
GAMELIFE	OVERALL SCORE:	
70%		73%

VERDICT: Basketball is a tough enough sport to simulate without taking away the rules. What made *NBA Jam* so good was realism mixed with the utter stupidity of it all. *Charles Barkley* seems to take itself too seriously and frankly just isn't much fun.

JAMMING IN THE STREET

In tournament mode you can choose between seven different locations scattered across the US. These seemingly mismatched locations range from University towns and popular holiday spots to the land of drive-by shootings and gangland initiation. Introducing, the random courts: Seattle, Oakland, Watts (Los Angeles), Houston, Miami, Brooklyn (New York) and Chicago.

They're so self important, aren't they? America does not cover half the globe.

GAMEFREAK

SNES TECH & GAMING ANSWERS

By Tony Mott

Technical troubles? Gaming grudges? Personal problems? Then vent them all here (er, except the last variety).

From Graham Rusk, Liverpool:
Dear Gamefreak,
In issue 26 you said that street-level game testing doesn't happen, but it does! As I live in Liverpool I have two software companies in the area: Psygnosis and (soon) Sony. I go to the Psygnosis offices and playtest games on machines ranging from the FM Towns to the Amiga. I've tested lots of games including *The Shadow, Micro Machines, Lemmings 2, Choplifter III, Mickey Mania, Jelly Boy* and *Super Dropzone*. After testing I fill out a questionnaire detailing good and bad points of the game. For example, when I tested *Micro Machines* it was not Multitap compatible and the whole group decided that the game needed a four-player mode – voilà! – now it has a four-player mode.

However, not all of the suggestions made by the testers are implemented. How far a game can be changed depends on how complete it is. A 95% completed game can only be tweaked as a major overhaul is economically out of the question.

Well blow me down with a feather. I was pleased to hear this, Graham, and I must apologise to the sector of the software industry in question. But you had a hand in *The Shadow* and *Jelly Boy*, you say? Hmm, perhaps street-level playtesting isn't such a good idea after all…

Seriously, though: 'a major overhaul is economically out of the question'? I think anyone would agree that manufacturing umpteen thousand carts of a game that had been identified as substandard is a much less economically sound move, but there you go.

From Graham Reid, Dundee, Scotland:
Dear Gamefreak,
Q Will *FIFA '95* be coming out for the SNES and if so, when?
A Electronic Arts tell me that they have no firm plans as yet, but that's by no means a 'no'. I would guess at a first/second quarter release next year if it does come out.
Q Will it include the Scottish league as well as the English?
A The Mega Drive version didn't, so I doubt it.

From Ashley Bevans, Newton Abbot, Devon:
Dear Gamefreak,
Q I played an arcade game called *Funky Jet* recently and really loved it. Will it be released on the SNES?
A Sadly not. There's a similarish title on the Amiga, though – *Super Methane Bros* – and it isn't so bad.
Q I can't find *Final Fight* anywhere in local game stores – do you know where I can get hold of a copy?
A It's probably not the sort of game you'll find lying around locally so try ringing around the Mail Order companies advertising in the back of the magazine.

From Lee Bullock, St Austell, Cornwall:
Dear Gamefreak,
Q Did I hear *Mortal Kombat 3* is being done for the Ultra 64?
A Yes you did. However, I now gather that the story was a work of fiction. Since then it's also been said that it will be based on PlayStation technology – not true either. The game will in fact run on Williams' own coin-op technology and will appear on whatever home formats are popular at the time of the conversion (though not from Acclaim).
Q Any other games for the Ultra 64 you know of?
A Not really, except that one development in particular could be enough to counter all of that. See the Shigs-related story in the news section.
Q I played *Cruis'n USA* at the FES. I didn't think it was brilliant – about an 80-85%-er. What do you think?
A Yeah, it was *slo-o-ow* wasn't it? To be fair to Nintendo, the home version will be a vastly improved game and much more on a par with the likes of *Ridge Racer*.

From Nick Baldwin, Oxford:
Dear Gamefreak,
Q What's the best character in *Final Fantasy III*?
A Edgar's my fave, but that's only because I've got a 1.5" tall Japanese figurine of him proudly perched atop my Mac. (*How* sad?)

Hurrah for Edgar; master of gadgetry, top womaniser and all-round good egg.

Q What RPGs are coming out in the near future?
A Why not just read Fantasy Quest, eh?
Q Is *Final Fantasy III* the best RPG ever (in your eyes)?
A As an example of a Japanese-style RPG, abso-flamin'-lutely.
Q Which is the best game for playability out of *Earthworm Jim* and *Donkey Kong Country*?
A *DKC* has a more traditional style and so its familiar feel means that most people will find it more playable. *EWJ* isn't bad, though, but both games have their fair share of crapness, regardless of what anyone tells you.
Q My mate's getting a Game Gear and I reckon he should get a Game Boy – what do you think?
A I still have a Game Boy but I no longer have a Game Gear. Does that answer your question?
Q Have you seen much anime? If so, what do you think is the best?
A Eh? I thought this was a games Q&A section. Okay, just this once. I like (and this by no means constitutes what is 'best') the *Uresei Yatsura* series (TV and movie), *Yoshiaki Kawajiri's* stuff (he did *Wicked* and *Monster City*) and I still have a soft spot for *The Fist Of The North Star* although everyone else kicks it in.
Q What is your favourite beat-'em-up?
A *Super Street Fighter II Turbo*. But I'm not one of those sad people who simply haven't played enough to appreciate the countless others – the Neo Geo's home to some mighty fine fighting games, for example.

From Jonathan Gledhill, Newcastle-upon-Tyne:
Dear Gamefreak,
Q Which is better – *Bomberman 1* or *2* (bear in mind that my brother has completed *1* on one-player mode, and I am getting a Multitap)?
A After giving the arcade version some serious coinage before either of the SNES titles were released, I didn't bother playing either of them much (*Blasphemer! – the team*). Apparently, though, *1* is the

better two-player game and *2* is the better one-player. Follow?

Q Is *Super Swiv* better than *Super Aleste?*

A It's certainly the more challenging game and it has that great simultaneous two-player mode, but it's not in the same league as *Super Aleste* elsewhere.

Q Will there ever be a *Super Mario Kart 2?*

A Congratulations, you're the thousandth person to ask that question this year. There's no prize, though, and I still can't answer it. Sorry.

Q Which is best, *Mario Kart, Street Racer* or *Stunt Race FX?*

A I've yet to meet anyone who's played all three games extensively and hasn't rated *Mario Kart* as the best game.

Q Is *Return Of The Jedi* any good?

A Not really. You won't have seen it reviewed in these pages for one reason and another, but we've played it and we reckon it's no better than *Super Empire Strikes Back* (which we gave 71%).

Q Are the Gamesmaster pad and Tribal Taps any good?

A I haven't heard of any unhappy users as yet.

Q Is *Micro Machines* only four-player on head-to-head mode?

A Yes.

GAMEFREAK'S MOST WANTED

1. Chrono Trigger (Square) ● Release: March '95 (Japan)

Unofficially voted game of the show amongst exhibitors at the recent Shoshinkai show in Japan, *Chrono Trigger* will change peoples' views of the SNES. Expect an English language version by Autumn '95.

2. Front Mission (Square) ● Release: February '95 (Japan)

I'd be just as happy looking forward to red hot action-based titles to be honest, but the truth is the real design and programming effort is being spent on RPGs. And none more so than this, from Square *again.*

3. Sim City 2000 (Maxis/Imagineer) ● Release: TBA (Japan)

I've never been as happy eating my words than I have been since the announcement of a SNES conversion of one of the PC's crowning glories. Proof positive that the SNES is as versatile as any console.

From Kevin Kyeld, Inverness, Scotland:
Dear Gamefreak,

Q Is there a disk drive add-on for the SNES?

A Not officially. Nintendo did, of course, release such a device for the original Famicom (aka NES) in Japan, but it wasn't the success that they were hoping for.

Q I have only recently bought a SNES and would like to know what the top five platform games are.

A In my opinion they are (not necessarily in order of greatness): *Super Mario World, Castlevania IV, Plok! Super Metroid* and *Super Mario All Stars.*

From Ben Day, Coseley, West Midlands:
Dear Gamefreak,

Q In issue 25 you mentioned a 50-60 MHz conversion – could you tell me how much it costs and where I can get it done?

A There are more and more people now offering this service and the price varies – check out the ads near the back of the mag for more info.

Q Does this convert PAL carts to US quality?

A Er, it doesn't affect cartridges at all. Your existing PAL carts should all work at 60 MHz if that's what you mean.

Q Will it damage my SNES in any way?

A I answered this a couple of months back, and I've got to say the same again: as soon as you start tinkering with your SNES, you're entering into a potentially risky situation. But as long as whoever's doing the tinkering knows what they're doing you'll be fine.

From Willard Leeffers, Holland:
Dear Gamefreak,

Q I own a PC and one of my favourite games is *Dune II* by Westwood. Will it come out on the SNES?

A It's getting on a bit now, so it's very unlikely, although I said there was little chance of *Sim City 2000* appearing and now it's on its way. Doh!

Q What's the SNES' clockspeed?

A Its CPU runs ar 3.58 MHz.

Q Will there be a *Kirby* game for the SNES?

A Funny you should say that, we've just reviewed it on page 38 but I suspect you're looking for an updated version of *Dreamland,* which I agree would be welcome. No news as yet, though.

Q Is Square Soft only making RPGs?

A Yep. That is, after all, where their strengths lie.

Q Can you give me the exact number of Super NES games available?

A There was a time when I could have (rather embarrassingly), but now I can only guess at around 800-900 worldwide. What, are you planning to buy yourself a complete collection or something?

From Larry Loxbury, Somerset:
Dear Gamefreak,

Q Any chance of the completely skill *Wonderboy In Monster World* or *Wonderboy III* ever coming out on the SNES?

A Top games indeed, but never likely to reach the SNES because *Wonderboy's* a Sega character. It's not all bed news, though; in the same way the original *Super Adventure Island* was a copy of the original *Wonderboy* game, *Super Adventure Island II* features many of the elements from the later *Wonderboy* titles. It's on official UK release, but beware – it's pretty easy to finish.

Q An update of *Bubble Bobble* perhaps?

A A conversion of Taito's fab new *Bubble Symphony* coin-op will no doubt appear if it proves as popular a coin-chomper as the original.

ANY QUESTIONS?

Send those questions, requests, sacks of cash, beer, gold ingots, flashy cars, supermodels' phone numbers, or whatever to: Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

DAYDREAMING

Well, your daydreams have starting to flow in, but it's been more of a weak trickle than the overwhelming flood that I was expecting, nay hoping for. Have you people no imaginations or something? Okay, as an incentive I'll give a *Super Play* T-shirt to the entry that impresses me most each month – **Robert Foulds** is the bearer of skillage and thus a lucky recipient this time. But first, an idea from someone we can always rely on to provide it seems: **Jim Lightfoot from Edgbaston:**

'I'd like to see a pinball simulation where Gametek teamed up with Williams to convert those great pinball games that Williams have continued to produce in our local arcades.

The Dr Who table is great and has a platform in the middle that raises now and again – the SNES should have no problem handling this. They could also convert *The Addams Family, Dracula, Star Wars* and, dare I say it, *Street Fighter II.*

There are always conversions of arcade hits coming out, so when are we going to see a conversion of pinball coin-ops?'

This is, in fact, exactly the sort of thing I was talking to someone here about the other day and it's such a crying shame that no one's realised the potential. All the table's have obviously already been designed and with graphics as good as *Super Pinball's* it'd be great. You could even put four or five classic tables (*Black Knight* anyone?) onto one cart. But we thought of it first, y'hear?

Next onto the forum is **Gary Osborne from Middlesbrough,** whose wishes are rather more modest:

'My dream game would be a football game containing all 92 English Football League teams. Each team contains their greatest ever players from the past and present. It could be called *Greatest Eleven.*

Fine idea Gary, but who'd get the job of researching all 92 clubs' histories and pulling together the top players' skills and stuff? What a nightmare!

And last of all, it's the T-shirt winner, **Robert Foulds of Winchester:**

'How about a game mixing the driving gameplay of the Speccy classic *Turbo Esprit* with the RPG nature of *Shadowrun?* It would need the power of the new 32-bit accelerator chip to handle the 3D city environment but if the $2 per chip rumour is true, it shouldn't really matter to the cart price. Imagine hammering around a partly texture mapped city, knocking over perps and spinning around corners, then pulling up at a warehouse (or wherever), getting out of the car and going in to kick some more ass. There'd be a sinister plotline and hundreds of buildings to explore, characters to meet and objects and weapons to search out and use. What do you think?'

I think it's the best idea I've ever seen in Daydreaming, that's what. Wear that T-shirt with pride, Bob.

SUPER PLAYER'S GUIDE
DONKEY KONG

It looks like a Matisse, sounds like Mozart, plays like Giggsy and has more Secrets than a Cadbury's chocolate factory. It's *Donkey Kong* Country.

DONKEY AND DIDDY KONG

Before you start looking for bonus levels and so on, your first priority should be to get to grips with the game's control system. As a rule, Diddy Kong is better than Donkey Kong. He moves faster, jumps higher and further, responds more quickly, is smaller (so there's less chance of being hit) swims better, holds barrels in a more convenient position (especially for finding breakable walls) and has a cool to shirt and cap as well. The only times you need Donkey Kong is for finding hidden stuff in the ground with his hand slap, and for levels with a lot of Klumps (Diddy can't kill these with his normal jumping attack). Otherwise stick to Diddy.

ADVANCED JUMPING TECHNIQUES

RUNNING

You should hold the pad/joystick in a position where you can press both the RUN and JUMP buttons together whenever you need to. Experienced players hold the RUN button down at all times, and in many stages it is necessary to both jump and keep hold of a barrel (Keep Y held down). After practice this should become second nature.

CHARGING HAND SLAP

With Donkey Kong it is possible to make him perform his hand slap and charge forward at the same time. Whilst keeping the RUN button pressed take a jump. Then, just as Donkey Kong's feet touch the ground, tap the run button again (release it and press it again quickly) whilst holding the D-pad in either diagonal down/left or down/right, depending on which direction you want to charge. Takes a little practice this one.

DOUBLE ROLL/CARTWHEEL JUMP

A crucial manoeuvre that allows both the Kongs to perform a second distance lengthening 'punt' jump whilst in mid air. Instead of jumping of a ledge, as per normal, take a run up and as you reach the edge (leaving it a little later than a normal jump) tap the RUN button again (and hold) to initiate either Donkey Kong's Roll or Diddy Kong's cartwheel. Then whilst rolling in mid air, you can tap the JUMP button, for a second *Super Ghouls 'n' Ghosts* style gravity defying boost.

BARREL CONTROL

At certain points barrels must be used to break open walls and access secret Bonus rooms. It's worth bearing the following points in mind.

1) Firstly, because Diddy carries barrels out in front of him, he can simply touch the designated wall with the barrel rather than throw it. This means that if the wall does not contain a secret doorway the barrel will not break and Diddy can try another area.

2) Secondly it is possible to put down a barrel once it has ben picked up, simply by pressing DOWN on the D-pad and releasing the RUN button. This is useful for protecting barrels from breakage if an enemy is approaching and you want to save the barrel for a secret doorway. And with the TNT barrels, this sets a timer on them to detonate.

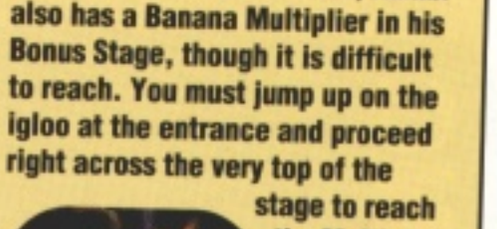
THE MARIO FACTOR

Just like *Super Mario World*, it is possible to re-enter a completed level, and then leave it at any time by pressing START (to pause) followed by SELECT. Useful for racking up lives.

THE ANIMALS

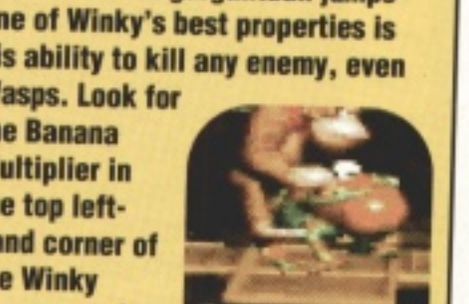
Engarde

Enguarde can hover in the water without dropping, unlike the Kongs. You can also kill the enemies just by touching them with his nose – no need to press the RUN button. In Enguarde's bonus round, there's a Banana Multiplier directly below where you start (through a false wall).



Expresso

Not only can Expresso glide long distances by jumping and tapping the B button, but the first time you press it, he will actually BOOST up a little before he starts gliding. Expresso can find a Banana Multiplier on his Bonus Stage in the upper right-hand corner of the level.



Rambi

Rambi can break hidden doorways with his horn. No need to use barrels. And like the others, Rambi also has a Banana Multiplier in his Bonus Stage, though it is difficult to reach. You must jump up on the igloo at the entrance and proceed right across the very top of the stage to reach the Multiplier in the very top-right hand corner. Best to leave about 40 seconds for this.

Winky

Aside from his gargantuan jumps one of Winky's best properties is his ability to kill any enemy, even Wasps. Look for the Banana Multiplier in the top left-hand corner of the Winky bonus round.

Jap/US/UK • Nintendo • By Dan Jevons

G COUNTRY

LEVEL GUIDE

AREA 1: KONGO COUNTRY

Jungle High jinks

Pop up into the tree house for an extra life, then stick to the tree tops (jump

between them using cartwheel double jumps) to earn four more lives. After the green double-life balloon, drop down to an Expresso token beneath Necky, before freeing Rambi and charging straight till you smash a rock face and enter a Bonus Stage. Upon re-

emerging from that, drop down left to (2) the ground and smash the wall on your right for a second Bonus Stage.

Ropey Rampage

(3) At the start, jump up left over the entrance cave and take to the trees for some extra bananas. There is a Rambi token above the palm tree next to the first swinging rope you encounter. Continue until you reach the 'O' letter, and then drop down the gap just to the right of it to reach a hidden cannon barrel which will blast you to a Bonus Stage. When you leave don't touch the D-pad: you'll be blasted to land on to of a hidden tyre in the ground, which you can then roll down left allowing you to pop another hidden spot containing a Winky token. Finally, near the exit, drop down the gap to the left of the Red Arrow

sign to reach another cannon barrel/Bonus Stage.

Reptiles Rumble

(4) Carry a barrel down past the Kritters and smash the rock face

just beneath the 'K' for a Bonus Stage. When you come out, use the fixed tyres to jump onto the higher platform and

(5) jump left into the cannon barrel to reach the level's second Bonus Stage. When you return, keep going until you reach a Wasp guarded platform with three tyres on either side. Take a barrel from up right, kill the Wasp and have Donkey Kong slap the platform in the middle for more bonuses. Then, just right of that, throw another barrel into the lower rock face just past the two snakes for the level's final Bonus Stage. Bounce on the two blue Kritters to reach the Enguarde token. Then slap the lumps in the pit with all the snakes for bananas, and finally slap the platform at the top of the tyre covered steps.

Coral Capers

Where the first Croctopus moves around in a square, go low and drop down through a false wall for loads of bananas. Just right of that, follow the banana arrow down to reach Enguarde, and at the second Croctopus square, (6) head up right quickly for a 1up (extra life) balloon. Then, where the next banana arrow points down, nip

(7) up past the junior shark for more goodies. And when you come across the first Shark Senior in a vertical passage, head to the right through a false wall for an Expresso token.

Barrel Cannon Canyon

There is a cannon barrel above the entrance cave that takes you a quarter of the way through the level, landing you on a treetop. (8) Cartwheel jump onto the next set of trees, collect the Rambi token and climb into the next cannon barrel, which should take you to the halfway marker. Run back to the ledge on your left, and jump over the cannon barrel down into the canyon. You should land in another set of cannon barrels. Then, instead of blasting into the barrel that would normally send you vertically up into the

barrel you just jumped over, miss it and blast horizontally into the rock face for

another Bonus Stage. Leave that, run right, pick up the DK barrel in the V shaped dip and carry it past the bouncing Kritter into the next groove, (9) breaking the wall on the right for a further Bonus Stage.

After that, continue right until you reach a cannon barrel on a platform with two bouncing Kritters either side of it. Jump into the barrel from below and then, instead of blasting in the moving barrel above, miss the barrel, bounce off the Kritter on your left onto a treetop and jump into the cannon barrel above you, which takes you nigh on to the end of the stage.

BOSS 1

Very Gnawty

Gnawty hops left and right, making larger hops every time you bop him on the head. Five stomps should see him off. An easy boss.

AREA 2: MONKEY MINES

Winky's Walkway

Everybody loves those lighting effects. Bounce on a vulture to get a 'K',

bounce on another vulture to reach a high platform where you can climb onto Winky the Frog. Then bounce on another vulture's back to reach a 10 cannon barrel that takes you to another Bonus Stage. Use Winky to waste the Wasp and get the Expresso token; use barrels to smash up the toxic canisters.

Mine Cart Carnage

11 Not much hidden in here. After the halfway point there's an extra life to be had provided that you do an early jump. Other than that make

sure that you jump actually on the joints of some of the broken rails, especially if you're going slowly, otherwise you might not clear the smashed mine carts.

Bouncy Bonanza

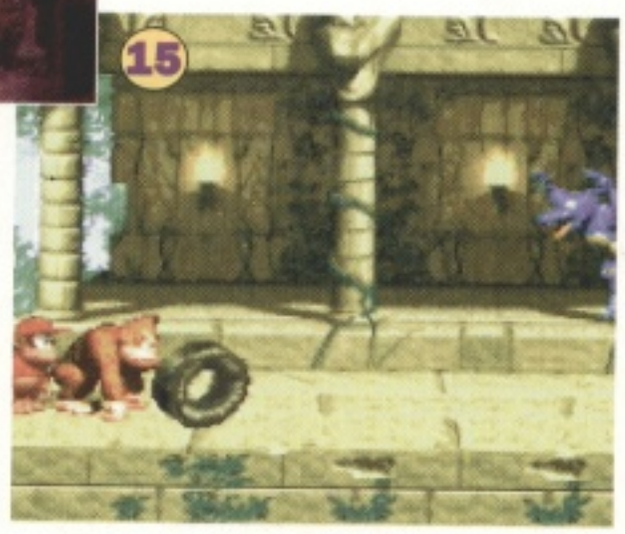
Go right, rake the barrel to kill the wasp, and push the tyre back to the

start of the level. Bounce up on the entrance for a Rambi token. 12 Then proceed until you find the next barrel, and use it to smash the right rock face beneath two hovering wasps for a Bonus Stage. After that push the next tyre you find along right, and from there you can drop down onto a ledge, through the cavern and out on to the vertically moving platform on the other side. By bouncing on this you can then reach a secret section up and to the right, and from there you can drop down onto a ledge to the right, with a door. Inside the room you should find Winky, at the end of the 13 stage. Watch out for the cannon barrel above the last moving platform, which will take you to a Bonus Stage. If you don't have Winky, push the tyre across to help you make the jump.

Stop And Go Station

As soon as the stage starts you can walk back left through the entrance

and you'll be whisked away, almost to the exit. But where's the fun in that? Hit the 'stop' signs to temporarily turn the invincible Rock Kroc' into harmless rocks. Keep going until you reach a vertically-moving platform, which you should jump off to the left at the platform's peak for an Expresso token. Then, take the first barrel you find down right past the two Rock Kroc's and smash the wooden board facing 14 out left for a Bonus Stage. Next, when you reach the tyre, push it back left as far as it will go (back through the pit with all the little snappers) and bounce on it to reach a cannon barrel and another Bonus Stage. When you come back, push the same tyre right to reach a high up 'Stop' sign which you will need to touch to continued.



Mill Stone Mayhem

15 Use the top to bounce above the entrance. Jump up from there to reach a cannon barrel leading to a Bonus Stage. When you come back, pass under the hamster treadmill and fall down the next gap containing

a cannon barrel. This will launch you up off the screen. Jump over the first barrel at the start into the gap to catch a barrel which will take you to the end of the stage. Control your descent to land on the brown square, revealing a hidden tyre. You should then push this tyre along quite a way until you reach the nearest hamster treadmill (this one moves left and right). Position the tyre so you can bounce up over the treadmill and into the cannon barrel leading to the Bonus Stage. After that, keep going until you find a TNT barrel which should be carried right, past the Krushas and down into the 16 small V beneath the next treadmill where you can smash the right face for yet another Bonus Stage. Further on you must bounce on another brown square to reveal another tyre which should be pushed right to enables you to jump up over the next treadmill and onto a secret area where you can find Winky the Frog.

BOSS 2

Necky's Nuts

Get on the tyre, bounce low, and when Necky's head comes on, bounce high (hold down the RUN button and push JUMP as you hit the tyre). Bop him on the head before returning to the tyre to repeat. Keep bouncing to avoid the coconuts he spits, but again, this boss doesn't pose a problem.

AREA 3: VINE VALLEY

Vulture Culture

17 Use the vultures as stepping stones, especially when blasting out of cannon barrels. Proceed right until you reach the vulture perched on a tyre. Kill him and use the tyre to

bounce on the spot on the ground left containing a 'K'. Then push the tyre right until it is underneath the three bananas. Bounce on it up into a hidden cannon barrel/bonus stage. Continue on until you reach a high pair of steps with a single vulture on top of them. Climb them and jump off on the left onto a leafy spot which reveals a barrel. This barrel should then be used for breaking the right face of the second step, leading you to another Bonus Stage.

Tree Top Town!

18 At the start lure the mini-Gnawty left and bounce on him to reach

a cannon barrel up on the left leading to a Bonus Stage. It is possible to bounce on a vulture, just over the first

rope bridge, to reach a tyre just off the screen. From here you can bounce up to reach a cannon barrel that will take you straight to the end of the level. But you'll miss a Bonus Stage which can be found when you are in a cannon barrel moving vertically up and down.

19 Look out for a single banana at the bottom of the screen and launch for it.

Forest Frenzy

The key thing to remember about this level is that you can climb faster up

and down the ropes if you are holding the RUN button. The 'K' letter near the start can be reached using a cartwheel jump, and when travelling on the moving ropes it is a good idea to try and stay near the centre of the screen. On one of the ropes near the end of the level (past a swarm of wasps), you are attacked by a flock of vultures. When they come, move to the bottom of the rope, so your body is hanging half off the screen. Do this correctly and you will clip a hidden cannon barrel and be sent flying to a Bonus Stage. And again, at the end of the level, carry a barrel past all the bouncing Kritters and break the rock face directly opposite the level exit for another Bonus Stage.

Temple Tempest

Lure a mini-Gnawty left at the start of the level, and bounce on him to reach the area above the entrance where you should find a Rambi token. Carry the first barrel you find right past some baddies to the nearest opposing rock face. You can break this open for a Bonus Stage containing Expresso the Ostrich. Then, follow an arrow made up of bananas by dropping off a rope to a hidden cannon barrel off screen and another Bonus Stage. Finally, on the last moving rope of the stage, move right and climb to the bottom of it to find the letter 'G'.

Orang-utan Gang

Keep moving right until you reach the hill of platforms, on top of which is Expresso the Ostrich. Fly him back left to the first gap of the level, which is just above the first DK barrel you met. Fly him through this gap and down left, to the lower left corner of the level beneath where you start, and you should find a door leading to a huge Bonus Stage.

On leaving the Bonus Stage you will be deposited on a high terrace on an island towards the end of the stage. Get the Enguarde token hidden in the ground, before bouncing on the tyre and flying back left over the vine walkway to the previous island. Drop down to the lower level and either fly (or if you've lost Expresso) make a big cartwheel jump to the right off the ledge where the 'N' is situated. You should reach a lower

platform below the vine walkway. Keep moving/jumping right until you come to a barrel which should be used to break a doorway in the wall directly next to it, leading to – you guessed it – another Bonus Stage.

Got that? Good. Now head back over the vine walkway to the next island on the right (the one you just came from) and just below the right end of the high terrace, where you were before, you should find a barrel. Go right, and instead of jumping onto the vine walkway, drop down the gap into a secret area. Head right, jump over another gap and throw the barrel in to the lower rock face on your right for a Bonus Stage. After that, you should re-appear and drop into the secret area again. Bounce back up on the tyre to get the barrel under the terrace again, return to the secret area and this time FALL DOWN the gap. Throw the barrel into the wall on the left of the tyre for yet another Bonus Stage. Finally grab the same barrel for the third time (!), take it over the vine walkway (making sure that Manky Kong doesn't break it), and break the final rock-face before the end of the stage for the fifth Bonus Stage. Phew!

Clam City

Compared to the veritable secret-fest that was Orang-utan Gang, Clam City is relatively quiet. There's a false wall on the top left-hand side of the first vertical passageway, giving access to an area containing a 'K' and Enguarde (very handy); and there's a Winky token

underneath a multidirectional firing Clam right near the end of the level, but other than that Clam City is devoid of bonus areas. The Clams fire shots in fixed directions so try to remember their patterns.

BOSS 3

Bumble B Rumble

When yellow, Queen B will move around the area in a big square pattern. Hit her with the barrels provided and she will momentarily turn red. While red, Queen B is invincible and systematically swoops at you, getting faster the more you hit her. Run left and right underneath her to avoid her swoops when red, and simply get in her way with a barrel when she's yellow.

NEXT MONTH

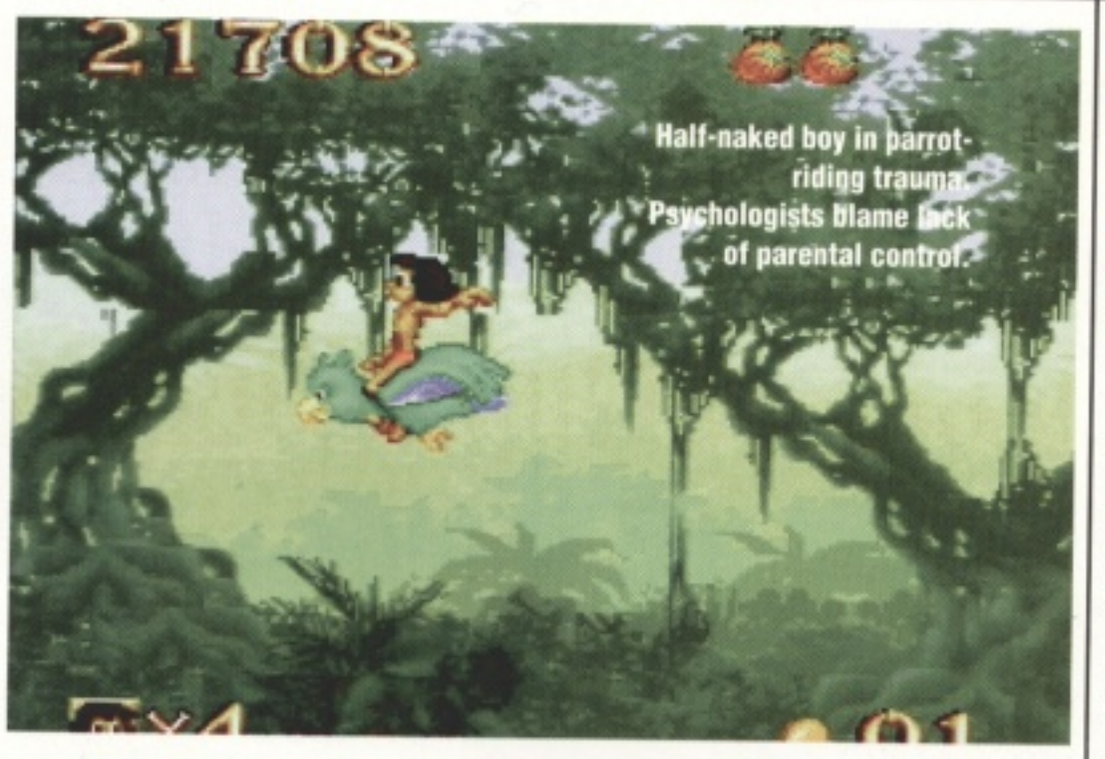
Dan goes ape and gives his monkey a severe spanking in part two of our definitive *Donkey Kong guide*

MODE 7

By Allan Brett

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

This month Mode 7 has more welly than a fishing trip on a rainy day because every month here at *Super Play* we bring you another batch of tips so hot, you could serve it with rice and pretend it's a curry. Maybe a few more of you would like a piece of this throat-scorching action and you can have it, all we ask in return is that you send us some tips and if we print them we will bestow upon you a portable cylindrical pigment dispenser. Send anything you have (not just tips, bank cards with PIN numbers will go down just as well) to the following address and you could be famous, well, maybe not famous but we will print your name in the mag.
Mode 7, *Super Play*, Future Publishing, Ltd 30 Monmouth Street, Bath BA1 2BW.



THE JUNGLE BOOK

(Virgin) *SP*21: 82%

- **Level select**
- **Cheat option**

With the help of Lewis Needham of Ipswich, you too can become a top monkey at *Jungle Book* by inputting this simple cheat – actually, it isn't very simple at all, but have a crack anyway. Press: UP, UP, UP, B, B, Y, Y, SELECT, UP, DOWN, LEFT, RIGHT, B, UP, Y and you should hear a clicking noise to confirm that it has worked. Now go to he option screen and there will be a couple of additions. First is the level select and second is an option labelled CHEAT. Leaving it on one or two will assist you with minor advantages like extra energy and what not, but bumping the number up to five will give Mowgli levitation powers and slow motion options as well as lots of energy and items.

WILD GUNS

(Natsume) *SP*24: 87%

- **Level skip**

Reminds me a bit of *Nam '75* on the Neo Geo (*better, I reckon – Zy*). However, it's not the biggest of games and unless you're a bit of a gaming imbecile I can't see much need for this cheat; still, it may come in handy to replay your favourite levels without having to slog through the bulk of the game so here's how to do it. Hold SELECT and then press A, A, A, A,B, B, B, B, A, B, A, B, A, B, A, B. You should skip Level 1 and go to the four selectable levels and if you enter the tip a second time you can skip to the final level.

Women accused of starting train blaze.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Gather round and let me show you some very troubled games players, they're stuck on really easy games and they've had to send a letter to me begging for my help. Rotten fruit at the ready, every one, as the first loser takes the stage.

DEAR ALLAN,
I am terribly stuck on *Final Fantasy III* in the town of Zozo. Everyone is speaking to me about the time of day and I have found a clock that asks me to input a time, what time should I enter to progress? I really am stuck.
Adam Ray, Luton

ALLAN SAYS:
I must say that I loathe statistical RPGs but fortunately my dad, Brett Senior, is a big fan: he says that Zozo is a town of liars (and that's important! If you want to learn how to set the clock, you can rule out anything that the inhabitants tell you) and what you're doing has nothing to do with progressing further, although setting the clock correctly will get you a special item for Edgar. What you should do is work your way to the top of the tower blocks by jumping between buildings to find Terra again. She will be laid on a bed whilst an old man, Ramuh, guards over her. After talking with Ramuh, you'll receive several pieces of magicite and advice on where to go next.

DEAR ALLAN,
I'll keep this short. First boss, *Illusion of Gaia*, how do I beat him?
Jonathan Edwards, Poole

ALLAN SAYS:
What you have to do is whack his hands until they both disappear and then you must keep watching his eyes. When his eyes flash he is vulnerable, but only for a short while; so get as many hits in as you can at that point.

DEAR ALLAN,
Are there any cheats for *Super Aleste* and, in your opinion, what do you think is the best weapon?
Philip Denby, Boston, Lincoln

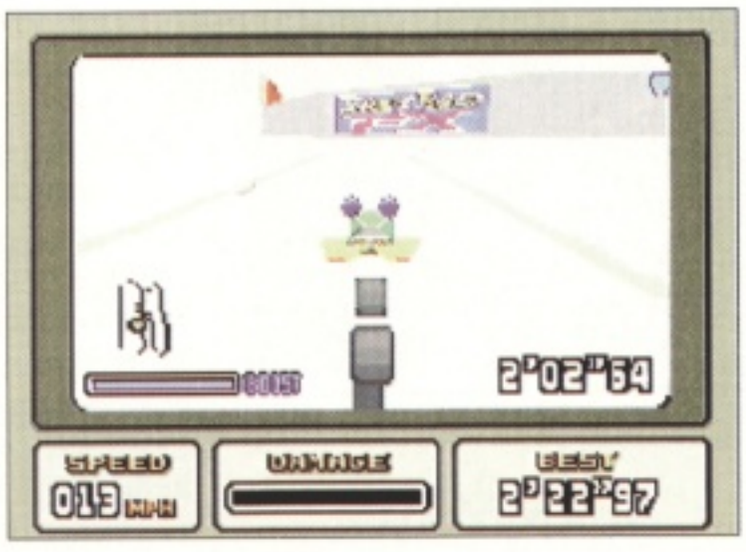
ALLAN SAYS:
When you're fully powered up, shoot every single weapon icon until it turns into a smart bomb and do this for 10 weapon icons in a row. As you collect the tenth smart bomb icon you will be endowed with a new weapon called Endy

STUNT RACE FX

(Nintendo) *SP*22: 93%

● **Course Warp**

Blimey, no *MKII* cheats yet. Not bad. Instead, the jolly little jalopy racing game from Nintendo has its chance to be a bit sneaksome thanks to Ryan Miller of West Linn, Oregon. To begin, select the the Free Trax and choose the 2WD bike as your vehicle. Go to the White Land course and, as you start the race, you'll see a sign that says *'Stunt Race FX'*. Nothing like in-game advertising, eh? Press the 'special' button (you know, the one that makes your car rise ten feet above its wheels, like Dick Dastardly in *Wacky Races*) anywhere underneath the sign and you'll warp to the upper part of the White Land course. Saves on petrol, I guess.



Bouncy car spotted on M4 near Chievely. Police baffled admits Home Secretary.

Small rocket hits purple man. NATO deny involvement – aliens suspected.

DOUBLE DRAGON 5

(Tradewest) *SP*22: 93%

● **Play as the bosses**

Exactly who the bosses are I don't know, and to be honest I don't really care, but these are the sort of tips I like to see and, courtesy of Phil Cooper from my old home town of Portsmouth, you can see them too. What you have to do is press L ,R, UP, L, L, DOWN, R, R and then press START on the main menu screen. If you have done this right you should be able to choose the bosses, I think one is called the Shadow Master and is probably dead hard too.

Talking monster found living in castle. Dannii Minogue not thought to be implicated in scheme to overthrow Britain's stately homes.

BEAUTY AND THE BEAST

(Virgin) *SP*24 71%

● **Level skip**

Matthew Sloss from Petersfield has found out how to skip levels, should you find yourself hopelessly stuck on any one of them. What you must do is pause the game and press: LEFT, Y, L, DOWN and if the game unpauses itself then the trick has worked. What you now have to do is press: L and SELECT together and you should advance a stage.

CLAYFIGHTER TOURNAMENT EDITION

(Interplay)

● **Hidden option screen**

Still no *MKII* material? Incredible. But you can't knock this one to break the monotony of seeing fatality after fatality because let's face it, all beat-'em-ups get suddenly stale as your battle number starts getting into triple figures. Anyway, I've found a bit of a hidden option screen on this one and to do it you must hold SELECT and LEFT as soon as you have selected a character. An option screen will appear where you can change the difficulty, speed and button configuration, not bad, eh?

Shot which fires multi-directional streams of mini-smart bombs. Without a doubt the best weapon in this (or indeed any) game.

DEAR ALLAN,
On *Soulblazer* I just cannot find the Red Hot Mirror. Where is it?
Chan Chu, London
ALLAN SAYS:
I did a guide for this way back in issue 6 of *Super Play* but I have forgotten exactly where it is. If I remember correctly you will pick it up in Dark World or in the Mountain of Souls.

DEAR ALLAN,
I have a problem, you see I have this funny rash on my (*Snip – Er I'm afraid this isn't that kind of problem page. I think you've got the wrong mag*).

DEAR ALLAN,
On *Secret of Mana* I have collected six of the eight ninth level weapon orbs but I can only raise my weapons to level: 8'99. What must I do to get them to Level 9?
Jai Shah, London
ALLAN SAYS:
You've done more than enough already because the weapons will only go up to 8'99 anyway, so I shouldn't worry about those. Just look for the remaining two weapon orbs.

LOST SOULS
In answer to Joseph String's Dungeon Master problem in *SP*26, Michael Foster from Blackpool advises Mr String to swap his *Dungeon Master* cart for something a little simpler if he's stuck so early on in the game. Joseph was stuck at the wishing well and couldn't get any further, so Mr Foster suggests tossing a coin into the well – it should do the trick. A coin, Mr String, did you hear that? But it doesn't end there...

DEAR ALLAN,
I am stuck on *Breath of Fire*. I can't get into Obelisle even though I have the I.Claw and have been shown how to use it by the Master Digger. What am I doing wrong?
Michael Foster, Blackpool
ALLAN SAYS:
I'm afraid I don't know, but maybe somebody does (please let it be Joseph String! It would be perfect!).

Do you remember a couple of issues back when I told you of that amazing *Metroid* time? Well, Steven Bagley from Redditch, Worcestershire has BEATEN it. The time: an incredible 1 hour 14 minutes. I give up – I'm not superhuman, you know.

ONE FINAL WORD

Does anyone know the significance of Johnny Cage's red shadow kick in *MKII*? If you do, could you share it with me?

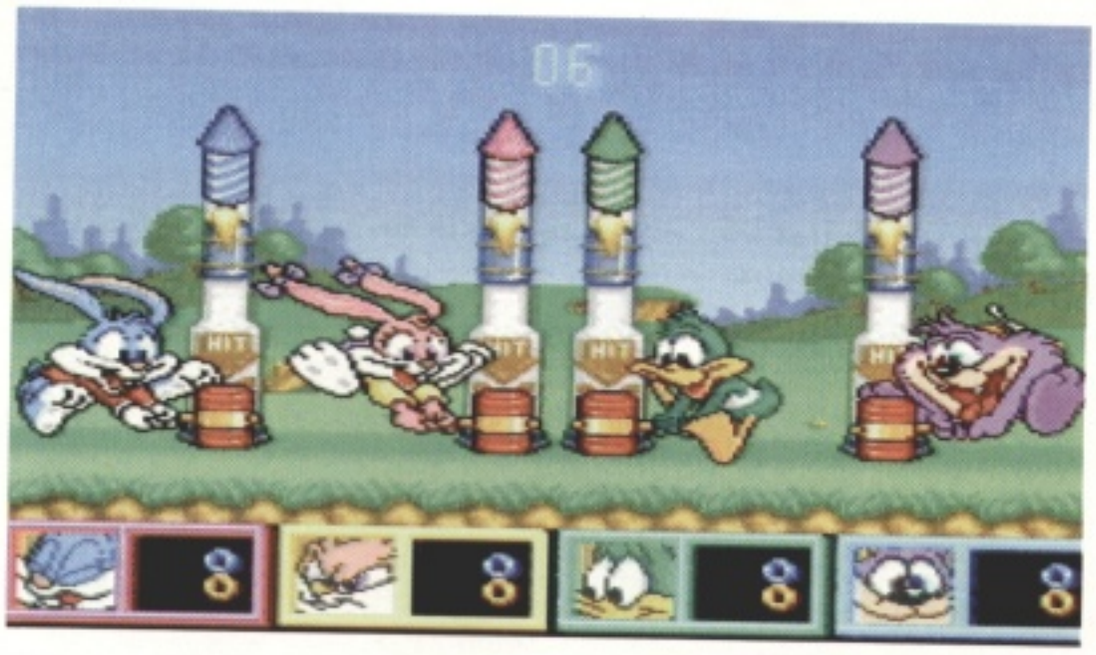
SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

TINY TOONS WACKY SPORTS

(Konami) *SP*25: 78%

● **Event select**

R Jeffrey from Wolverhampton has supplied us with a complete event select for this short-lived, yet enjoyable, sports sim. Go to the password screen and and enter Babs Bunny, Montana Max and Bookworm and then press B. A new screen will appear with all of the events listed including a new event called Marathon which basically involves constant button bashing until you either faint from wrist cramp or die from exhaustion, believe me they don't call it Marathon for nothing.



'Cartoon animals not real' says top pharmacologist. 'All in the mind', says mad bishop from inner city area.

SAMURAI SHODOWN

(Takara) *SP*28 84%

● **Play as Amaskusia in two-player mod**

Rob Bowerman from Klamath Falls, Oregon, US has sent in a truly awesome tip for this rather decent beat-'em-up. It enables you to play as Amakusa in two-player mode and here is how you can do it: When the Takara logo appears you should press A, Y, X, B and you should hear a funny sound if you've done it right. Now, on the player select screen on two-player mode you should hold down the L and R buttons (both of you) when choosing a character and then press START. You will now be able to play as Amakusa until hell freezes over or until pigs fly or perhaps until *Bad Influence* actually finds a decent panel of reviewers or maybe until...

ACTION REPLAY CODES

CYBERNATOR
(Action Replay II only)
8095 0E0x – Level Select (0-13).
8095 1403 – Use with codes below for maximum weapons.
8095 1F8D – Start with lasers.
8095 228D – Start with napalm.
8095 1C8D – Start with missiles.

Dead code for *Cybernator* Action Replay II only make sure you enter DEAD CODE at start
DEAD CODE
8F00 4200
xxxx xxxx
xxxx xxxx
5C7C 8280

replace **xxxx xxxx** above with one or more of the following codes:

A9038F66 – Maximum vulcans
007EEAEA

A9068F5C – Unlimited vulcans
007EEAEA

A919BF60 – Unlimited missiles
007EEAEA

A9078F5E – Unlimited laser
007EEAEA

A9038F6C – Maximum punch
007EEAEA

A9B08FCA – Unlimited energy
147EEAEA

DONKEY KONG COUNTRY
(Action Replay II only)
80E9BC60 – Allows you to use ARII
80E9EE60 – Allows you to play the UK version on Jap/US machines
7E05810x – Level select
7E057901 – Infinite monkeys!
7E1E25FF – Always display lines on screen

Well, that about wraps it up for another month but keep sending in your tips because without your contributions there wouldn't be a Mode 7 so send your tips to the address below: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

SUPER METROID

(Nintendo) *SP*20: 92%

● **AR hyper gun code**

At last, somebody has heard the pleas of AR owners and given them what they really want: an AR code for the Hyper Gun. Previously it was only GG owners who could enjoy the delights of this piece of instant death dealing artillery but now AR owners can explore planet Zebes dispatching all and sundry in true splat-o-vision. Andrew Teague from Stoke-on-Trent is the man to thank and it`s definitely a pen well earned.

BLACKHAWK

(Interplay) *SP*27 76%

● **Level passwords**

These passwords were compiled by myself so instead of the usual *Super Play* pen I think I'll award myself with a Pentium PC, SNES games for five years, a Ferrari F130, two Technics SL1210's, £10 million in cash and a subscription to *Super Play*. Now to convince you all that I have earned my prizes I suppose I had better list the codes before I catch my plane to the Bahamas.

MINE 2 – FBWC MINE 3 – QP7R
MINE 4 – WJTV
TREE 1 – RRYB TREE 2 – ZS9P
TREE 3 – XJSN TREE 4 – CGDM
SAND 1 – TJ1F SAND 2 – GSG3
SAND 3 – BMHS SAND 4 – Y4DJ
CASTLE 1 – HCKD CASTLE 2 – NRLF
CASTLE 3 – J6BZ CASTLE 4 – MJXG
SARLAC – K3CH

Bird-named game found swimming in Jeff Banks' underwear.

Armoured girl invited to switch on Easter lights in Reykjavik.

MORTAL KOMBAT II

(Acclaim) *SP*24: 90%

● **Ice Berg**

I knew it... This tip is more of a bug than anything else. What you should do is wait until you reach the dead pool and when the finish prompt appears use Sub-Zero's freeze. Once your enemy is frozen perform the dead pool fatality and watch the frozen corpse go flying into the acid.

Frozen body kicked into acid pool by freemason. Police do not suspect foul play. Reporting restrictions imposed.

HOLY END BIT!

If you have a burning hot cheat or code and want to see it, alongside your name, in the Hall of Fame that is Mode 7, DON'T phone up the *Super Play* Team. They are malicious, evil scoundrels and will laugh openly in your face. Instead, send your treasure to me at:

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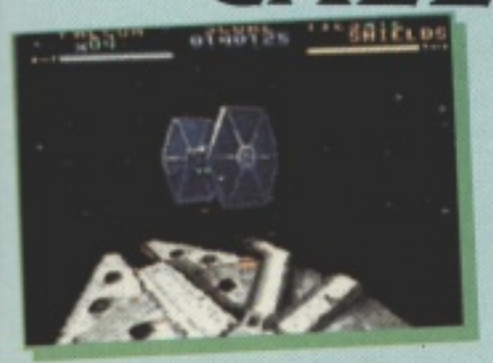

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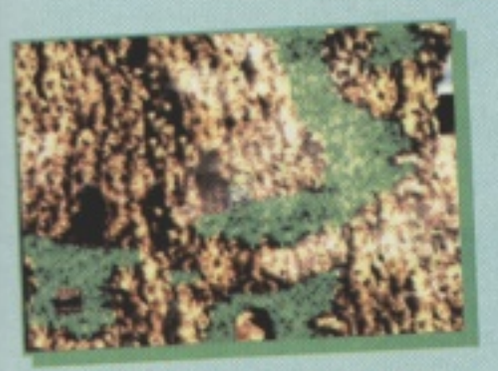

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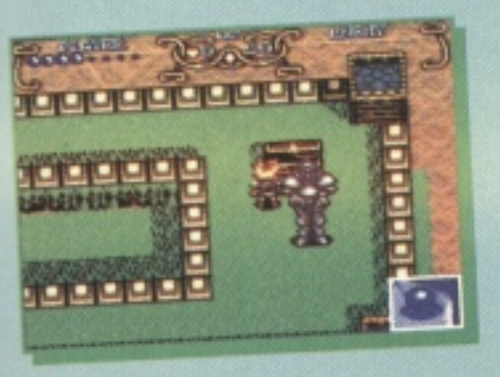

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- UK SNES with Bomberman + Multitap, Dragon Ball 3, Mario Kart, Mega Man + two pads + two more games £260 and PC Engine for £310. Tel: (01323) 842658.
- Have I got a deal for you! SNES (UK), three control pads, 11 great games and a Universal adaptor. I must be mad – £275 ono. Phone Jeff on: (01892) 662605.
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- UK SNES for sale. 11 games including SFII Turbo, Mario Allstars, Starwing. Also stereo lead, two joypads, one program joystick, travel case, 10 mags. £200 ono. Tel: (01255) 504267.
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- (All UK) NES + 13 games including Mario 2, 3, California Games, Duck Tales & Duck Hunt with gun, R.C Pro Am with two control pads and robot. For £160 or I will swap two NES games for one SNES game or sell each game for £10. Call: (01795) 641614. Ask for Jason.
- UK SNES plus Super Scope, mouse, Multitap, five controllers and 150 games! For £530 or SNES and games £380 or just games £320. Tel: (01988) 402227.
- For sale, SNES, seven games (inc Sensible Soccer, Sunset Riders and NHL '94), adaptor, two controllers + over £70 of SNES mags. Everything Boxed worth over £400, yours for £220 ono. Tel Tom on: (01503) 265144.
- GB for sale with 20 games most with boxes and instructions.Also have GB carry case, GB games holder, Power adaptor and light magnifier. £230 or £10 a game. All in good condition. Tel: (01734) 699514.
- US SNES for sale. SFII Turbo, Mario Allstars, two joypads. Perfect condition. £110. Tel: (01684) 574 191.
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- UK SNES, converter, six games including Mario Kart, Sensible Soccer, Empire Strikes Back, Super Family Tennis and Prince Of Persia. Will sell for £250. ono. Tel: (01538) 702636.
- Amiga 500 with colour monitor, printer, lots of games, blank disks, word processing programs. £675. Call: (01206) 824317.
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- SNES console, two joypads and converter, six games. £200. Tel: (0161) 681 9903.
- SNES, two Turbo control pads and nine games including SFII Turbo, Turtles Tournament Fighting, Madden NFL '94, Contra III. Will sell for £180 ono. Tel: (01344) 424174.
- UK SNES, three joypads, nine cool games including Mario Allstars, Mario Kart, Starwing, SFII Turbo, R 'n' R Racing – Brand new. £250 ono: Tel: (01533) 386822.
- US SNES, two pads, Starfox, Street Fighter boxed – £85. Games – Mortal Kombat II (UK) £35, Secret Of Mana £25, Mario Kart £20, Zelda (UK) £15, Capcom Soccer Shoot Out £25. All US unless stated. Tel: (01387) 57492.
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- Super Graphx for sale, one pad with Ghouls 'n' Ghost (also plays Jap HUcard PC games). All for £60. Tel: (01702) 469518. After 6pm.
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- UK SNES for sale with 22 top titles inc Stunt Race FX, NBA Jam and Mario Kart also a pro universal adaptor and Multitap. All for £600 ono. Tel: Dave on: (01538) 702625 after 4pm.
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- UK SNES with over 10 games inc, Super SFII, MKII, FIFA, Soccer, Rock 'n' Roll Racing, Zelda III, Super Bomberman, two controllers, two converters. £200 ono. Tel: (01942) 711655.
- SNES, eight games, action replay, two joypads, one joystick and mags. £350 or swap for Amiga 500+ with 10 games. Tel: (0151) 7339766.
- UK SNES and six top games including Zelda, Starwing, Mario Kart and Zombies. Two joypads included, bargain at £150. Phone Richard on: (01860) 169001.
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- PC Engine CD-Rom titles. Gate Of Thunder £13, Y's 1+2 £15, J-B Harold £12, Davis Cup Tennis £18, Beyond Shadowgate £23., System 3 card £20, Devils Crash wanted. Tel: (0115) 9612713.
- UK SNES games for sale, Super Metroid £30 (with players guide), Zombies £25, Super Star Wars £20, SFII £20. Excellent condition. Tel: (01372) 467145.
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- UK SNES, 13 games inc. Stunt FX, two controllers, mouse, issues 1-26, Super Play worth £300 or swap for 3DO. Tel: (01474) 564886.
- Game Gear for sale. includes 10 games + mains adaptor. £75 ono. Ask for Adam on: (0181) 2242587.
- (UK) SNES with eight games inc. SSFII and MKII, two joypads, converter. All boxed, mint condition and over 60 magazines. Worth over £500. Offers open. Preferably over £300. Tel: (01384) 824766.
- UK SNES + adaptor, Super Scope + six games, 13 great games inc, Muscle Bomber, Ranma 1, 2, 3, three control pads. Worth £670. Will sell for £450. Tel: (0181) 656 8580. After 4pm.
- Mega Drive with five games inc. Mortal Kombat, FIFA Soccer, four control pads. All boxed with instructions. Good condition. £110 ono. Tel: (01594) 861451.
- SNES (UK), two joypads + 60 games (inc MKII, Bomberman II, FIFA, NBA, Mana, Metroid, World Cup Striker, World Hereos II, Lemmings II, Earthworm Jim) £450 ono. Call Ben on: (01252) 713415.
- UK SNES with 18 games, three controllers, Pro Action Replay, converter and G-player adaptor, boxed and all for £400. Call David after 6pm on (0181) 570 8482.
- AMIGA 500+, 1 meg, 100+ games, two joysticks, perfect condition £120. SNES, two joypads, Mortal Kombat + Mario Kart £90, perfect condition, boxed. Tel: (01277) 841151.
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- UK Super NES, three pads, US adaptor, Multitap, seven games. Good condition. £230 ono. Tel: (01376) 570977.
- UK SNES, accessories, magazines and great games inc SSFII, Mortal Kombat II, Wildtrax and more. All boxed. Mint condition. £200. Call Marcus on: (01892) 540322.
- Super Nintendo Jap games for sale. Some amination titles available. Call: (0171) 237 8596.
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- For sale SFII (US). Only £60, mint condition. Call Andy on (01773) 825187 after 4pm.
- UK Super Bomberman £20, (UK) NBA Jam £30, Mystical Ninja £25, Mega Drive Virtua Racing £35, SNES Super Tennis £20. Ask for Sarfraz when phoning. Tel: (0181) 672 5453.
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- CD32 for sale with eight games including Wing Commander, Microcosm, Chaos Engine £170 ono. Call Scott on (0181) 690 5985.
- UK SNES, two pads, eight games (inc Sensible Soccer, Mystical Ninja, Desert Strike etc), converter, all leads, boxed, mint. £199. Tel: (01543) 504119.
- NEO GEO Machine, two joysticks, memory card, all leads, viewpoint, Fatal Fury Special, The King Of Fighters '94, Thrash Rally, Top Players, Golf, Crossed Swords. All boxed as new, I will deliver. £650 the lot. No splits. Tel: (01203) 402350.
- UK SNES with two joypads, adaptor and five games. Quick sale wanted, only £100. Call Chris on: (01734) 816475 after 6.00pm.
- UK SNES Super Street Fighter II US, Street Fighter II Turbo, BGB, converter, SNES joystick, two heat turbo controls with Game Boy with seven games £200. Tel:(01865) 714829.
- Mega Drive + CD, 19 games + pro CDX £350 ono. Also SNES with two pads. Converter + 12 top games £250 ono. Tel: (01234) 350630.
- NEO GEO Machine, two joysticks, memory card, all leads, Samurai Shodown, Super Sidekicks II, Sengoku II, Art Of Fighting II, Alpha Mission II + Baseball Stard II. All boxed and as new. I will deliver. £650. No splits. Tel: (01203) 230658.
- Game Gear + adaptor £40, TV tuner £25, carry case £10, 15 games inc. Terminator and Ecco The Dolphin, between £10-15. Sell for £270 or separately. Tel: (01372) 844391.
- UK SNES with two controllers with 15 games inc. Super SFII, Stunt Car FX and Mega Man X £300. Tel: Gareth (01244) 570373.
- Amiga 600, Star LC24-200 colour printer, hand-held scanner plus hundreds of games and other stuff. Bargain at £300. Tel: (0461) 204644. Ask for Tina.
- For sale. Sega Master System with six games inc. Populous and Speedball worth £130. Sell for £35 ono. Tel: (01295) 660639.
- Supergun Arcade machine, three games DDII, Truxton, Thunderforce, two six-button pads, + monitor to adjust screen etc. Very good condition. £400. Tel: (01603) 407380. Norwich area.
- US SNES + 15 games inc. MK, MKII, SFII Turbo, Starfox, M Allstars, Madden '94, Bomberman + Multitap + four joypads, converter £500 ono. Tel: (01603) 407380.
- SNES for sale inc two controllers, five-player adaptor,

converter, Super Metroid, Stunt Race FX, Mario Allstars + 10 other games. All boxed and with instructions. £250. Call Robin on: (0113) 2369174.

- UK SNES, nine good games, such as. Flashback, Mario Kart, two control pads. All boxed as new, quick sale. £250 ono. Tel: (0181) 428 3950.
- SNES UK with three control pads (one pro pad) with SCART leads and 16 really good games (worth £570). Sell at £450 ono. Tel: (01271) 830865.
- UK SNES with SFII + programmable joystick £65. six games inc. Stunt Race FX £30, SFII Turbo £25. Call Simon on: (01344) 25831.
- American SNES, two joypads, Multitap, Action Replay, 17 games inc. SSFII, Secret Of Mana, Mario Kart, Starfox, Bomberman, Zombies, Zelda, Desert Strike, boxed etc. VGC. £350 ono. Tel: (01625) 530694.
- UK SNES, 10 games inc SFII Turbo, Bomberman with Multitap, FIFA Soccer, Rock 'n' Roll Racing + Sim City. Also big joystick and two control pads. Converter for US games. £300 or nearest offer. Tel: (0115) 9531746.
- Joystick for sale, a Quickjoy Python 2B with auto fire and slo-motion, brand new, mint condition. Call Steve on (01782) 305124.
- FIFA Soccer, Starwing, Super Bomberman, Street Fighter II Turbo and Rock 'n' Roll Racing for sale. Call Steve on: (01782) 305124.
- Super Famicom and Super Pro fighter, includes Mortal Kombat II, SSFII, plus loads more, two pads, leads etc. Bargain £270. Tel: (01530) 836585.
- SNES for sale all boxed, good condition, four games inc. Mario Kart and Star Wars all for £90 with one controller. Tel: (01279) 411536. Ask for Rich.
- Pro-fighter and system for Super Famicom includes software. Easy to use. £190 ono. Tel: (01530) 836585.
- Mega Drive for sale + five games inc, FIFA Soccer, Haunted, Kid Chameleon etc. Very good condition, £90 ono. Tel: (01268) 761490.
- UK SNES for sale with seven games, three joypads inc. Super Metroid and Secret Of Mana, converter and carry case. Will split. £280 Tel: (01773) 774158.
- SNES for sale with 12 games inc Mario World, SFII, Mario Kart. Universal converter + Pro Action Replay. All boxed £400 ono. Tel: (01483) 481036.
- For sale/swap US Super Nintendo with three control pads, 15 games plus Pro Replay two game includes Rock 'n' Roll and Starfox. Sale £250 or swap for A1200. Tel: (0181) 368 7486.
- Total! Issues 5-30 plus Total! 1993 Annual, £1 each or all for £20 or swap for Jimmy Connor's Tennis (UK). Tel: (01207) 232530.
- Borders a problem on your PAL SNES or MD? Erase it with Philips CM8833-I Monitor, with leads for connection to SNES. Immaculate condition £190 and negotiable. Tel: (0171) 249 7945.
- NES with eight games including Super Mario 3, Star Wars, Stealth, also Game Genie and light gun, as new, only £80. Tel: (01923) 220220.
- US SNES, three games, Mario World, F-Zero, Castlemania £90 ono. Also games for sale, SSFII, Secret Of Mana, Starfox, Bomberman (plus Tap), Mario Kart etc. Phone for prices. Tel: (01625) 530694.
- Amiga 500+, many games, 1Mb RAM, magazines, word processor, joystick, mouse, TV modulator. Good condition. £150 ono. Contact Ben. Tel: (01252) 713415.
- SNES and 20 games. £500. Tel: (0191) 4177940.
- NEO GEO, two joysticks £185, Samurai Shodown £95, Super Sidekicks £45, Colour Manits £95. £410 all together. Tel: (01926) 52445.
- SNES – four joypads, Multitap, uni-adaptor, Bomberman, Mystical Ninja, Final Fantasy II, plus five other top games. £200 ono. Tel: (0181) 657 4366.
- UK SNES, two controllers (one turbo) and two excellent games inc. MKII, SFII Turbo, Dragon, Stunt Race FX, Allstars, Sensi Soccer etc. Forced sales a bargain at £350 ono. Call Andy on: (01225) 337886 between 5 – 7pm.
- UK SNES, 13 games inc. Stunt FX, two controllers, mouse, issues 1-26, Super Play worth £300 or swap for 3-DO. Tel: (01474) 564886.
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- UK SNES with 14 games, two pads, adaptor. Games – Stunt Race FX, The Chaos Engine, Flashback, Shadowrun, Skins, Nigel Mansell, Desert Strike, Prince Of Persia. £350 ono. Tel: (01734) 691284.
- UK Super NES, three pads, US adaptor, Multitap, seven games. Good condition. £230 ono. Tel: (01376) 570977.

WANTED

- Sunset Riders, Pilotwings, Sim City, Bart's Nightmare, Lethal Enforcers and Cybernator. US versions only. Also desperately wanted Jap/US/UK box for Axelay. Tel: (01789) 488205. Ask for Paul.
- Hi! My names Chris and I'm really into anime (esp DB7) and I would like to make some friends with similar interests to me, apart from anime, I also like music, dogs, drawing and Karate. If you are interested please write. Tel for address (0181) 3676606.
- I will swap Super Street Fighter II, SFII Turbo, Mario Allstars, Boxing Legends, Super Metroid or Castlevania 4 (USA games) for Puyo Puyo or Tetris Battle or sell individually. Tel: (01206) 867683.
- SNES UK/US contacts wanted for swaps. Phone Oxford (01865) 65962 after 6pm.
- Side pocket for SNES. Please ring on: (01222) 813492.
- URGENT – LYF1 Pole position for the Super NES. Will pay up to £25 with Stunt Race FX. Tel: (01308) 863697. Ask for Tristan.
- Hi! My name is Sara, I'm 25, single and looking for a pen-pal aged between 20-31 male or female anywhere in the world! Please write to me at Low Hall Farm, Dacre, Harrogate, North Yorkshire, HG3 4AA.
- SNES games wanted inc: Golf games, Street Racer, Stunt Race FX, Secret Of Mana (UK), Smash Tennis, Rock 'n' Roll Racing, Donkey Kong, Kick Off III, Final Fantasy III. Also games for sale or swap inc. World Cup Striker, Aladdin, Secret Of Mana, Mystical Ninja, Jurassic Park, Striker. Tel: (01253) 357702. Anytime.
- Oi! You! Lee I want my gas by Christmas or else I'll detonate your little brother. Tel: (0181) 764 1618.
- Anime Videos for swap. I have over 50 titles. Call for full list. Also does anyone want to sell Super Tetris? £20 paid. Tel: (01942) 515598.
- Super Play issues 1 – 3, £6 each or £15 for all three. Mint condition. Tel: (01604) 411224.
- For Sale computer magazines. Total! 7, 9 – 27 (£30), Sega Power 31 – 40 (£5) also lots of NMS, CVG, MMS, Game Zone etc. Ring for details – ask for Aaron. Tel: (0181) 449 4636.
- New members required for games club. Games for Manx formats available. Club is willing to buy and sell and swap. Many bargains to be had. Tel: (0191) 5268394.
- I'm trying to get hold of Super Metroid – anyone out there want to sell or swap? I have Rock 'n' Roll Racing and Starwing, both in mint condition and boxed, interested? Tel: (01493) 658057.
- I want Action Reply MKII, will pay up to £30, also Stunt Race FX (PAL) for £30, and Secret Of Mana £30. Tel: (01273) 603335.
- Wanted: Cheap Super NES games for £10 or less, such as Adventure Island, Mario. Call Niels on: (00 050) 130526. (Holland).
- Will somebody please sell me Final Fantasy II. Will pay up to £30. Tel: (0191) 4281441. Ask for Craig, call 4.30-6pm Mon to Fri.
- Wanted: Super Puyo Puyo (Jap). Will swap for any two of: SFII Turbo (US), Zombies (US), Super Ghouls 'n' Ghosts (UK), Bart's Nightmare (US – no instructions). Tel Ben on: (0114) 2341128.
- Have you got any Star Wars figures, ships, vehicles or any Star Wars stuff? Please contact me soon(ish) After 5pm. Tel: (01203) 715435.
- UK SNES games – Bomberman (I & II), Rock 'n' Roll Racing or Stunt Race FX – other top titles considered £13 paid to include box & instructions. Tel: (01323) 833022, Sun or Mon eves.
- Boy or girl who is into Manga and Anime. Preferably 11-13 years old and must have a good sense of humour. PS Call me Tom. Tel: (01395) 516486.
- Wanted: Super Stunt Racer FX cheap! For sale – Pilotwings boxed. £35 ono. Tel: (0181) 960 7190.

MESSAGES AND EVENTS

- Hi There! I'm selling an ex-pub pool table, balls and cues with it for £160. Tel: (01352) 712421. Ask for Pam.
- Issue 1 – 2 Super Play, mint condition, not available in back issues. £15 each or swap for SFII or MK. Tel: (01594) 837516.
- For Sale. Mean Machines issues 1 £5, issues 2 – 24 £2.50 each, offers for set. Total issues 1 £5, issues 2 – 31 £2.50 each, offers for set, all mint condition. Tel: (0191) 4172798.
- Super Play issues 4, 9, 13, 15 – 23 for sale all in good condition, £1 each. Must be able to pick up from anywhere in Northamptonshire area. Ask for Chris. Tel: (01604) 831487.
- GamesMaster (1 – latest) Super Play (3–latest) Edge (1 – latest). All £3 each. Ask for Kevin. Tel: (01926) 426308.
- Edge magazine issue 1 needed. Will pay up to £15. Tel: (01763) 848346.
- Videos and magazines for sale. Manga and Hong Kong videos. Also all issues of Edge and Super Play for sale. Call Billy on: (0114) 2585065.
- Mags for sale, 11 mags inc CVG and Super Play and more with two game books, sell for £15 ono or swap for game. Tel: (Hull) 830053.
- Mags for sale: Super Play issue 3 £5, 4 – 6, 14 – 7, 19, 22 – 23 £2.50. GamesMaster issue 1 £3. NMS issue 9 & 18 £4.50, 16–17, 19 – 20, 23 £3. Total! 1993 special £3.50. Tel: (01279) 639116 and ask for Luke.
- 81 SNES and Multi format mags for sale £100. Also Super Metroid for sale. inc instructions £4. Buyer must collect – Manchester area. Tel: (0161) 9734080 after 5pm.
- Bubblegum Crisis (subtitles) 1 & 2, brilliant condition, both £25+ 'encore' jumbo guitar, softcase and CAPO, excellent condition. Tel: (01702) 469518 after 6pm.
- Mags for sale SNES Force 1 – 10 no longer available £2.50 each or set £10. Tel: (Burnley) 413696.
- Manga vids for sale: Tank Police 1 & 2 – £10 each, Fist of the North Star – £9, Crying Freeman 1 – 4 £7. each. Also Super Tennis £20 and F-Zero £15. Both boxed. Tel: (01283) 551430.
- City Hunter video for sale starring Jackie Chan and including the SFII fight sequence only £5. Also wanted Anime videos in exchange for mine, I have over 20 to choose from. Tel: (01942) 515598.
- ANIME VIDEOS FOR SALE. Akira £7, Venus Wars £7, Crying Freeman III £6, Laughing Target £6, Rouin-Z £8.50, Black Magic M66 £8. Also loads of SNES games. Topfighter joystick and Atari ST for sale. Tel: (01344) 482269. After 6pm.
- Super Play issues 1 – 20 plus SP Gold £40 the lot. Tel Chris on: (01383) 738108.
- Super Play issues 1 – 25, mint condition only £45. Tel Mark on: (0161) 4565478.
- Rare magazines for sale. Go! Issues 2 – 24 £2 each or the lot for £23. Sega Pro issue 1 very rare valued at £100 open to very good offers. Also issues 2, 3 and 4 £15 each or the lot for £35. Sega XS issue 6 £2. The original Mean Machines issues 18 – 23 £5 each or the lot for £25. Tel: (01642) 597017. Hurry these magazines will go fast.
- Issue 1 of Go! £20 or offers? Plus issue one of NMS, offers? Plus Total One! swap Stunt Race for Mana. Tel: (01482) 812756.
- Super Play magazines, Super Play Gold £10, issue 1 £20, issue 2 £15, issue 3 £15, issue 4 – 26 £50. the lot or £2 each. Tel Gary on Middlesbrough: (01642) 597017.
- Super Play issues 1, 2 and 3, all in good condition £12 each or swap for US version of Street Racer. Tel: (01252) 613266.
- Issues 9, 14 – 26 of Super Play £20. Will not separate but will pay postage. Phone Harry (weekends only) on (0113) 2667835.
- Super Play issues 10 – 14 for sale, only £6 the lot. Tel: (01922) 23329 after 4pm.
- ANIME fans! I have over 350 titles for sale or swap. No time wasters. For details contact Mark on: (01604) 881805.
- Top Super NES games wanted. Cash waiting. Tel: (01463) 221173.
- Wanted: All SNES games and consoles. All Game Boy games and Game Boys. Good prices paid. Phone Paul on: (01522) 723014.
- Computer and video games 98 – 152 Mean Machines Sega 2 – 22, Nintendo Magazine system 2 – 22. All magazines £2 each. All still with free gifts etc. Tel Gary on Middlesbrough: (01642) 597017.
- Mario Kart wanted. Will pay £15. Please phone after 5pm and ask for Charles. Tel: (01935) 822620.
- Wanted Manga films or swap for SNES games. Tel: (01923) 440260 after 4.30pm. Ask for Stuart.
- Swap my Ranma 1/2 (UK) for your Dragonball Z (Jap) I or II. Ask for Michael. Tel: (01709) 897013.
- Another World to swap for Super Bomberman or World Cup Striker. Tel: (0171) 7317404.
- Swap my Amiga 600 and 60 games – still boxed for SNES with six or seven games or sell for £200. Tel: (01253) 290734.
- Will swap my Mario World or F-Zero for Star Wars, Mario Kart, Rock 'n' Roll Racing or Sunset Riders. Tel: (01734) 793574.
- SNES. I will swap Mario Allstars or Final Fight (US) and a converter for Turtles IV or any good games. Ask for Raman. Tel: (0191) 2290794.
- Swap Aladdin, Alien III, Adams II, Tiny Toons, Jurassic Park, Super Soccer, Bart's Nightmare (All UK) for SFII Turbo, Shadowrun, Equinox, Legend Of The Mystical Ninja, Super Metroid or offers. Tel: (01633) 855275.
- BARGAIN! swap F-Zero, Nigel Mansell, Mario Kart for my Alien III or sell for £20. Tel John on: (01988) 840632.
- I will swap my SNES (UK) with eight games (SFII, Flashback, NBA Jam, Another World and more) for Atari Jaguar (UK) and games. Phone Mat on: (0181) 300 5662. (SNES will come with a Multitap).
- Swap UK SNES games Mario Allstars, Super Tennis and Sim City for Super Probotector, Final Fight, Super Bomberman or Top Gear. Please tel: (0181) 386 0667. Call after 7pm.
- I will swap my Super Street Fighter II (for the SNES) for an Action Replay II or Mega Man or will sell. Ask for Damien. Tel: (0115) 9583538.
- Sensible Soccer needed badly. Swap for either SFII, F-Zero or Super Tennis. Good condition, boxed. Tel: (01263) 768235 ask for Adam.
- SNES swaps R 'n' R Racing (US), Pugsley's (UK), Nigel Mansell's (UK), Smash TV (UK) and others. Swap for any decent games. Tel: (01278) 781602.
- Swap boxed Super NES with seven games inc Secret Of Mana and NBA Jam with Pro Replay. I want a Mega Drive with games. Tel: (0181) 368 7486.
- Swap NBA Jam (UK) or Secret Of Mana (US) for Super Bomberman I or II (US) or Mega Man X. Please tel: (0181) 368 7486.
- Yo Mo I'll swap my Desert Strike, SFII Turbo (UK), Smash TV, Contra III (US) or Tiny Toons (Jap), Logic Bomb (US) for yer class games. Phone Anthony on (01266) 871240.
- Join Softswap now (free) and start swapping games right away – only swapping good games that have scored 75% or over in Super Play – very fast and very reliable swapping service. Tel: (01341) 281160.
- I would like to swap my Super Mario World and Castlevania with no instructions for your Fire Pro Wrestling and F1 Exhaust, both UK. Tel: (01702) 973829.
- I will swap Aladdin, Dragons Lair or Home Alone for Rock 'n' Roll Racing, Street Racer, Micro Machines or Power Drive (for SNES) Tel: (01675) 463909.
- Swap my R 'n' R Racing, MKII, Cybernator, Super Metroid for Final Fantasy II, Street Racer, NHL '95, Soccer Shootout, Wild Guns. Please tel: (0131) 4478052.
- Hi. I'll swap my SNES with seven games for an Amiga 500+ or 1200. Must collect and deliver. Tel: (0181) 8686474. Ask for Oliver.
- I am willing to swap my SNES for Game Gear. My SNES contains Mario Allstars and two joypads (One SN pro pad). Tel: (01709) 360294.
- Swap my SNES with one game (Alien III), two control pads, carry case and the Guyvers Data I & II (Manga films) for an Amiga, no games required. Phone Onder. Tel: (0171) 987 6570 after 4pm.
- Swap my SFII and F-Zero for your Super SFII and adaptor. Both games without box. Tel: Ireland (00 064) 54054 between 3.30 – 6pm weekdays. Ask for Connie.
- I will swap my FIFA International Soccer for Secret Of Mana (US only). FIFA still boxed with instructions! Tel: (01271) 866895.
- My large collection of Citadel miniatures for two SNES games (big collection of stuff ,epic, 40K etc) Tel: (01787) 224055.

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- Fanzines ❑
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(SUPER PLAY 28)

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EXCITABLE VIEWPOINT
PLAY BACK

Let's have letters from tall people for a change. We deal with Wil doing a poster, cart-sales funny game/music crossovers and *SFII* vs *MK II*. And every letter's from someone over six feet.

'PACK UP WHEN I PLUG THEM'

Do you recommend buying SNES carts second-hand? There's a shop near me which sells lots, but I'm not sure if they're going to pack up when I plug them in or they may even damage my SNES.

And should I avoid games which don't have boxes or instruction manuals? Some of these games are classics, like *Bomberman* and *Street Fighter II*, so who'd want to sell them?

Marco Rizzell,
Bushey, Herts

Carts don't have moving parts which wear out, so the major things to check if you're buying second-hand is that they haven't been opened, and the edge connectors are in good nick. Ideally, check they play okay before you buy them.

Also, battery back-ups run down, so watch out for that. Buying games for less than half price is usually a great deal, but you should expect the manual and the box to be included.

And, Marco, people sell games to finance the buying of other games, and because they've finished them, or they just want a change. You can bet older copies of *Street Fighter II* are available because their ex-owners are now playing *Turbo* or *Super*.

Generally, though, second-hand carts are worth a look. But hang on; what's this?

'MY CHEQUE WAS CASHED'

My wanted ad for two SNES games appeared in the September issue, and while I realise that you cannot accept any responsibility for anything that happens as a result of you printing an ad, I feel that you ought to print a warning.

A Mr D Armstrong contacted me to say that he had one of the games I was looking for and agreed to sell it to me for £25. I sent him a cheque for that amount, as arranged. On receipt of my cheque he was going to send me the game. My cheque was cashed and no game arrived.

I have since written to Mr Armstrong but I have not heard from him. I am not able to speak to him by phone as BT do not have a listing under his name or at the address he has given me.

I can't think of any other way to buy/sell or swap games, as in every transaction you expect to completely trust the other person to keep their side of the agreement. But maybe you or other readers have some suggestions to prevent others being caught out like me.

Lynn Brockbank,
Fleckney, Leics

The vast majority of our readers are honest, and this is a rare occurrence (although that's no comfort to you, Lynn). Our suggestions to those using Supermarket, though, are as follows.

- Be wary of people phoning from call-boxes. Try and get a phone number and call them back later to make sure it's genuine.
- If have a moment's doubt about the intentions of the other person, don't send anything.
- Be sure to keep your side of bargain, of course.

ARE YOU ON THE NET?

If so, you can contact the editor of *Super Play* on the following address; jleach@futurenet.co.uk Playback letters, and so on, welcomed, but if you ask for game advice direct, you'll be given short shrift. Sorry.

'I HOPE YOU CAN PRINT'

I would like to have pen-pals from England and Japan. I hope you can print this letter for me. And here's some general information about myself. My name's Shaheen Abdul-Aziz, I'm 20, from Bahrain, and my hobbies are drawing, painting, playing SNES games and watching films.

Please write!

Shaheen Abdul-Aziz,
Khitan Hostel, PO Box 19370,
83804, State of Kuwait.

This sort of thing should really go in Supermarket, but seeing as you sent in some stonking anime artwork plus two truly bizarre 'jokes', we thought we'd relent.

KINDLY LEAVE THE STAGE

The definition of a joke is something said or done to raise a laugh. So here are some, er, motorways, then.

A: What team will you play against today?
B: China team.
A: Be careful. It's breakable.
Shaheen Abdul-Aziz, Kuwait
0/10

A: It's a shame that your brother is walking without shoes and your father is a shoe trader.
B: It's a shame that your brother is born without teeth and your father is a dentist.
Shaheen Abdul-Aziz, Kuwait
4/10 We like this one.

Q What's brown and sticky?
A A stick.
James Leach, Bath
10/10. T-shirt please, Wil!

Q Why did the *SSFII* player lose the game?
A He wasn't Fei Long very well.
Peter Brodie, Australia
0/10

Q What's the difference between Everton and a compass?
A A compass has more points.
Richard Eley,
West Bromwich
1/10

Get 5/10 or above for your joke and you win yourself a stupendous t-shirt. Kindly Leave The Stage, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

'FIRE THE PRODIGY'

In reply to your pleas for funny game/music combinations, I have though of a few:

Game	Music
Super Bomberman	Fire – The Prodigy
Cannon Fodder	Everybody Hurts – REM
Lemmings	Move Any Mountain – Shamen
Rainbow Islands	Moving On Up – M-People
Cybernator	Boom, Shake The Room – JJ And Fresh Prince
Mortal Kombat II	Meat Loaf – Meat Loaf

Richard Melville, Exeter, Devon

Hmm. Crap. Here are our much cleverer ideas:

Game	Music
Wolfenstein 3D	There Goes My Gun – Pixies
Street Fighter II	Take A Step Back – Simple Minds
Secret Of Mana	Beginning Of A Great Adventure – Lou Reed
Shadowrun	Coming Back To Life – Pink Floyd

Of course, if you can do better we'll give you a series of kisses, starting at the nape of your neck. Or you might win a pen. It's your choice.

'WIFE WOULD KILL ME'

Regarding *The Trial of Magneto*. After restricting the charges to those that occurred after Magneto's 'resurrection' (in other words the destruction of the nuclear submarine Leningrad and the Siberian city Varykino), the trial was disrupted by Fenris.

The Law Courts were destroyed and Magneto was washed away by the Seine into the catacombs. He ended up escaping with Prof X and vowed to safeguard mutantkind.

No name and address supplied as the wife would kill me if she knew I was writing this.

Anon

Many thanks, anonymous chum. That's that sorted out.

'PEOPLE FEEL THE NEED'

I have just finished reading issue 26 and I am most displeased with the ignorance surrounding *Street Fighter* and *Mortal Kombat*. Why do people feel the need to write in and slag off a game just because it is of a different style to the type they are used to?

Street Fighter II is a fantastic game. It is probably in my opinion the best beat-'em-up ever. Did you spot the deliberate mistake? It was 'my opinion', do you see?

Some people feel the need to force their opinion of games on others, and I can't stand that. Games have become like music – different people enjoy different types of game. Let them decide for themselves what they want to play based on (hopefully) objective magazine reviews.

And another thing; leave Capcom alone. They may have made some duffers recently, but readers of *Super Play* should be fully aware that they are duffers. As long as we're buying the good games they release, I don't care what else they want to make.

Ben Smye-Rumsby (it's a sad name, I know),
Bristol

Well, Ben. Your people-like-what-they-want-to-like view is fine, but we don't agree with your Capcom statement. The thing is, Capcom are a talented bunch, and every time they release a duff game, we feel disappointed that it's not the classic they're capable of. So that's why we get frustrated with them.

Expecting a company to turn out bad games is a bit pessimistic for our liking.

'I WOULD LIKE SOME OF WIL'S'

How about Wil Overton doing a poster every now and then to give away in your excellent mag. I love his artwork and I hope to see another drawing guide very soon. I don't have many posters and I would like some of Wil's work on my walls in super size.

I wish Nintendo would get their act together with the price of games, and I wish they would sort out the game boxes as well, because cardboard boxes get tatty and tear real easy.

Kenneth Young,
Halifax

Posters are something Wil's been thinking about for a while. We'll be doing more of this sort of thing later in the year. But why not write in and tell us what you'd like to see a poster of?

And the point about boxes – Mega Drive owners get neat plastic affairs like video cases, so why shouldn't SNES owners get something similar? If you agree, would you pay extra for these? If so, how much? Get writing in now!

THE SUPER PLAY INTERESTING-O-METER

What will and what won't turn us on...

Which anime films would make the best games.

Games with terrible graphics but great gameplay.

HOT

NOT

Still anything at all about Capcom, really.

Ultra 64 fears, and whether Nintendo are going bust.

HIGHLIGHTS

I've just got a SNES for Christmas!
Mark Walmsley, Oxford
Hooray for you!

You know I'm correct, aren't I?
David Watts, Shenley
We know no such thing, sir.

I can speak Japanese fluently
Allan Lee, Bradford
Domo arigato!

You're all very sad.

'THING ABOUT EATING HIMSELF'

Thanks for printing my letter in issue 24, when I asked about Jonathan Davies

'GORE HE GOES MAD'

I think that the question about blood and gore has gone on far too long. I am 14 but I have two brothers and if the smallest one ever sees blood or gore he goes mad. I lent *Super Probotector* and he nearly killed me (*? Ed.*)

My conclusion is that *Mortal Kombat II* needed the blood and gore but the game was not that great even with the blood. The new age certificate is no good because, like videos, old brothers, sisters or even friends could get a seven-year-old and 18 game.

Richard Eley,
West Bromwich

Okay. That's the 'perfect' letter on which to close this debate. Phew.

and James Blackwell, and where they'd gone. But I didn't believe your answers – that thing about eating himself and being kidnapped by Janothan Bavies. So come on, where did they go to?

Also, does Future Publishing do Digitiser on C4 teletext?

Pat Shields,
Co Down, NI

Okay. Truth time. Jonathan Davies is editing a magazine called *Amiga Power*, and James Blackwell is art assistant on a monthly tome entitled *PC Gamer*. Both magazines are nigh-on perfect.

Digitiser maintains close links with Future Publishing, but we don't own it and it's not 'done' by us at all.

'FULL WHACK FOR'

Seeing as Sega owners are able t o hire games as well as buy them, why doesn't Nintendo set up a system where people can rent games to play rather than pay the full whack for them? It would be perfect as a try-before-you-buy system.

Geoffrey Stanton,
Radlett, Herts

Sega's system has just collapsed, actually. This is because the dealers weren't happy with its regulations. What do other readers think? Would piracy be a *prob?* Would you rent?

WRITE NOW!

Send your letters to us. We read them all, and unless you're talking utter crap, we'll probably print them.

PLAYBACK,
SUPER PLAY,
30 MONMOUTH STREET,
BATH BA1 2BW.

ENVELOPE ART

Once again there's a ripe selection of quality art from you, the readers.

Simply do your own gems. It's easy(ish). Mark your entries 'Envelope Art'.

Above: Dave Millard from Gloucester gets this month's award for the biggest anime eyes. His character design makes nice use of the limited envelope space.

Above: Perry Cucinotta of Stevenage has been on these pages before but with this month's winner he's captured a great sense of speed and action.

Right: Cameron Clarke of Devon came up with this month's best SFII pic. Good use of a limited colour palette made for a nice moody looking Ryu.

Below: Pradeep Nair of London really shows us what can be done with pencils when you put your mind to it. All the characters - from Ranma to Busby - have really been captured well.

Right: Kwok Fung Lam of London gives us the ever popular *Dragon Ball Z.* It's quite hard to pick a *DBZ* picture from the many we get each month. Toriyama's clean style is quite easy to get the hang of but rendering it with coloured pencils was a nice touch.

We're all wondering if Gemma Cuthbert of Middlesex has actually seen the Japanese smash TV hit of the moment - *Slam Dunk.* Even if she hasn't, her picture really sums it all up nicely. And another great composition too.

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THE SUPER PLAY GAME LIBRARY

WHAT CART?

Once again you find your gaze mysteriously drawn to these pages. What secrets do they hold? What ancient magic lies within their cold, etched words? Could, perhaps the greatest mystery of all be unlocked by deciphering these runes? Immortality! The dream of aeons could now be yours. Simply read from L-P and you will live forever!

PART THREE • L – P

LAGOON
R | Jap/US/UK/Kemco/8Mbit+BB | SP12 56%

A role player of the worst kind. It's dull, frustrating and you won't want to keep playing to see what happens next. What a screaming pity.

LAST ACTION HERO
P | UK/Sony Imagesort/8Mbit | SP16 21%

You'd be wise not to spend a second of your life playing this game. It's an appalling, slow, unimaginative platformer which will damage your psyche if you attempt to play it for too long.

LAST FIGHTER TWIN
SB | Jap/Banpresto/8Mbit | SP16 59%

The graphics of this one will impress you, but once you start getting into the action, you'll realise that there isn't much to it. So limiting is the gameplay, in fact, that you'll give up and have a cup of tea instead.

LAMBORGHINI AMERICAN CHALLENGE
D | UK/Titus/8Mbit+BB | SP13 73%

Quite tightly programmed, this one, but the graphics could really have been spruced up and made much more impressive without any loss in gameplay. But not a bad driving game, though.

LEMMINGS
PZ | Jap/US/UK/Sunsoft/8Mbit | SP2 86%

The game that launched a thousand game quite like it. Well, a few anyway. It's an ingenious, addictive affair involving dozens of little mindless characters which you need to guide to safety, using their special skills.

LESTER THE UNLIKELY
P | US/Nintendo/8Mbit | SP18 52%

Ugh. The sort of game which gave platformers a bad name. It's boring, unimaginative and you won't be glued to your screen, er, unless someone's glued you there. Like your little brother, for example.

LETHAL ENFORCERS
S | US/UK/Konami/8Mbit | SP17 69%

It's very playable, using Justifier light pistols, and there's a nice difficulty curve. But the problem is it's sooo expensive. But if you've got the cash, you'll let yourself in for a lot of fun.

LETHAL WEAPON
P | US/UK/Ocean/8Mbit | SP6 57%

Not a bad platform shoot-'em-up, but there's nothing new or exciting about it. Still, at least the films were quite good. Although that's got nothing to do with this.

LEGEND OF THE MYSTICAL NINJA
Alt name: Ganbare Goemon (Jap)
A/R | US/UK/Konami/8Mbit | SP15 90%

A classic game, at last! Sticky Ninja (as Zy calls it) is a great RPG with a fair bit of action (some of which involves platforms). It's tough, but you'll want to finish it because the game is written well and the graphics re superb. Jolly marvellous stuff from Konami.

THE LAWNMOWER MAN
A | UK/Storm/8Mbit | SP15 77%

The 3D sections in this game are really jolly impressive. But the trouble is, there are some excessively tedious platformy climbing-around bits. So these have dragged down the whole game, really.

LEGEND
SB | US/Seika/8Mbit | SP22 55%

You walk along, you slash up some folk, you walk along a bit more. Ooh! here comes another one! Then you walk along a bit more. And that's about your lot, really. Not the best game ever devised.

LEGEND OF SUCCESS JOE
A | Jap/KAC/8Mbit | 49%

Success Joe is a boxing game. But when you see the likes of *Super Punch Out!!* and stuff, it looks rather crap. That's because it *is* rather crap. So if you see it, don't bother wasting your time.

LIBERTY OR DEATH
ST | Jap/US/Koei/8Mbit+BB | SP22 41%

A strategy game for those history-heads who like their Koei offerings packed with accurate detail. And aren't too bothered about stuff like excitement and playability.

LODERUNNER TWIN
A | Jap/T&E Soft/8Mbit | SP24 55%

Again, a distinctly average game with a few neat plot twists and things, but not the levels of action you'd want or expect. And it's a bit Japanese for many western tastes.

THE LOST VIKINGS
P/S | UK/US/Interplay/8Mbit | SP8 84%

A neat mixture of decent platforminess and strategy, with three characters to guide around the levels – each with different skills and abilities. It's jolly amusing as well, and the graphics are nicely done.

LUFIA AND THE FORTRESS OF DOOM
R | US/Taito/8Mbit | SP18 79%

Another acceptable Role Playing Game, but it lacks the special graphics, puzzles or gameplay which makes it something to be cherished and loved for ever. Still, it's not bad, and you can easily lose a few evenings with it.

MACROSS : SCRAMBLED VALKYRIE
S | Jap/Zamuse/8Mbit | SP15 87%

Macross is one of our favourite anime series, and this game is rather faithful to that. Giant robots kick each other about and there's plenty of blasting for everyone. Deserved 87%, of course. Because it's so good, you see.

MADDEN NFL '94
SP | US/Electronic Arts/8Mbit | SP16 85%

The American football game that they can't keep down. The *'94* version boasts even more plays, options and 3D rotating views. Great fun, especially if you know your gridiron from your gridlock, or something.

MAGIC BOY
P | UK/JVC/8Mbit | SP21 75%

A platform game which is better than most. You'll need to learn how it works, though. It's not the easiest game in the world to get your head around, but once you do, you'll find it's quite rewarding.

MAGICAL GUY ADVENTURE
P | Jap/Bandai/8Mbit | SP 62%

The sort of platform game that you have to wade through piles of before you get to a decent one. It's not one you really need to bother about, and cute sprites are about its limit.

KEY

PZ	Puzzle
BD	Board
S	Shooter
P	Platform
ST	Strategy
SP	Sport
SB	Scrolling Beat-'Em-Up
A	Action
R	RPG
AR	Action RPG
SS	Super Scope
D	Driving

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

TOP FIVE PLOTS

When you've tired of yet another 'last fighter pitted against the Zorgian invasion' plot, it's nice to know there are still a few good stories left to tell.

1 Final Fantasy III
Square Soft
Life, death, romance, magic and even the end of the world. It's all in here.

2 Super Metroid
Nintendo
Starts of as pretty standard stuff but towards the end there are some great twists.

3 Shadowrun
Data East
Resurrection, lost memories and a healthy package of Cyberpunky double-dealing!

4 Secret of Mana
Square Soft
A real rites of passage for our young hero, with loads of sub-plots to complicate things.

5 Assault Suits Valken
Maysia
Plot galore, but only the Japanese get the full story. It was censored in the West.

MECH WARRIOR
P — US/Jap/Activision/8Mbit — SP9 63%

Another platform game which fails to set the world alight. This one is armour-plated and all steely, but not this isn't enough to rescue it from being not very good. Steer a fairly wide path around it, really.

MEGA-LO-MANIA
ST — UK/Imagineer/8Mbit — SP1 86%

An engrossing war game which pits your against millions of armies in a battle for hundreds of islands. Great, and with really rather nifty graphics. You'll stay up all night playing this one.

MEGA MAN SOCCER
SP — US/Capcom/8Mbit — SP20 62%

It's too slow, it'll make your bored and it's all pointless. *Mega Man* is great, and soccer is great, but combine the two and you've got something not worth plugging in.

MEGA MAN X
Alt name: Rockman X (Jap)
P — US/UK/Capcom/10Mbit — SP17 88%

Some superb graphics are out to play here, but *Mega Man X* isn't the game which we hoped for. Perhaps 88% was too high. We thought so when we saw *Super Metroid* a month or so later.

METAL JACKET
P — Jap/Atlus/8Mbit — SP 20%

A crap game which we shouldn't talk about for too long, because it is just so, so crap, really. Don't bother.

METAL MARINES
ST — UK/Mindscape/8Mbit — SP18 80%

A decent mech assault suit strategy job which has plenty of explosions and enough tactical thinking to want you to play it a lot. The graphics aren't incredible, but the gameplay's all there. Good stuff.

MICKEY'S MAGICAL QUEST
P — Jap/US/UK/Capcom/8Mbit — SP3 89%

A lovely-looking platformer which is actually rather lacking in challenge. It's well worth a go, though, especially if you're not that incredibly good at platform games or something.

MICKEY'S ULTIMATE CHALLENGE
S — US/HI-Tech/8Mbit — SP20 54%

Not the ultimate challenge at all, really. The graphics are nice but there's nothing in the gameplay department. This is a great pity because the views almost make it worth playing. But you'll give up sooner rather than later.

MIGHT & MAGIC II
R — UK/Elite/8Mbit — SP13 43%

A boring and directionless RPG with as much gameplay as a bag of onions, especially if they're too close to the fire. Or possibly a load of clowns, standing outside and singing.

MONOPOLY
BD — Jap/US/Parker/8Mbit — SP7 40%

Why pay more for this when you can get the proper game for half the price? Eh? Especially as this is rather crap and not half as much fun. Still, you can't lose any of the houses or cards...

MORTAL KOMBAT
A — Jap/US/UK/Acclaim/16Mbit — SP11 81%

No gore and not a great deal to do, but still rather a good game. Not a patch on *Street Fighter Turbo*, though. And didn't *everybody* moan about the lack of blood and fatalities?

MORTAL KOMBAT II
A — Jap/US/UK/Acclaim/24Mbit — SP24 90%

A much better game. All the blood, all the nonsense and a lot more gameplay. This game has caused a lot of fuss, and is well pleased with itself.

MAGIC SWORD
SB — Jap/US/UK/Capcom/8Mbit — SP7 58%

What were Capcom thinking of? This is a rather miserable attempt at a slash-'em-up. The major problem is the appalling animation. It detracts so much that you'll not want to play the game for more than a few minutes. Boo, hiss.

MAJOR TITLE
SP — Jap/US/UK/Irem/8Mbit — SP3 83%

It's the same as the *Irem Skins Game*. So see that in the last issue.

MARIO AND WARIO
PZ — Jap/Nintendo/8Mbit — SP13 70%

It uses to mouse to nice effect, but as a puzzler, *Mario and Wario* is a little too easy. Still, it's got a nice fairy in it, and there's a *Mario*-like cuddliness to it.

MARIO PAINT
? — Jap/US/UK/Nintendo/8Mbit — SP6 55%

A paint package for the Super Nintendo which uses the mouse well, but suffers humiliatingly from not having a print or storing option, because the SNES is a console. Still, there are plenty of other options.

MARIO IS MISSING
PZ — UK/Mindscape/8Mbit — SP11 72%

And it's your job to find him. Using your skill and judgement, you wander around (as Luigi) learning things about the world, and getting clues to the moustachioed one's whereabouts.

MARIO'S TIME MACHINE
PZ — UK/Mindscape/8Mbit — SP17 60%

An 'edutainment' game which asks you all sorts of questions as you travel the historical world looking for all sorts of famous objects, like Newton's apple and stuff. Nice but not amazing.

MECAROBOT GOLF
SP — US/Toho/8Mbit — SP14 37%

Rubbish golf game with robots which demonstrate repeatedly how rubbish they are. What's the point? Everybody knows that robots should never, ever be allowed to play golf. Or go swimming, for that matter.

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

TOP FIVE MUSIC

Game music so good, you'll want to make a tape up, stick in the Walkman™ and listen to it all day (*Okay, I admit it – Wil*).

1 Final Fantasy III
Square Soft
Ooops! No 1 again. But then it does have arguebly the best SNES soundtrack yet.

2 Rock 'n Roll Racing
Interplay/Ocean
Ass-kicking and Steppenwolf-licking! Let's rock!!

3 Super Puyo Puyo
Banpresto
Only those wacky Japanese can come up with elevator music this good.

4 Plok!
Tradewest
Superb Tim Follin soundtrack that ranges from early Genesis to Jethro Tull. Er…is that good?

5 Secret Of Mana
Square Soft
Sets the standard for ambient music on the SNES. Eno and Budd would have trouble beating this one.

NHL HOCKEY '94
SP — US/UK/Ocean/8Mbit — SP22 89%

Hockey games are often done well on the SNES. And this little chap is no exception. Good, clear graphics and a high degree of playable will ensure that your hockey-playing fun is remarkably unimpaired. If you're after a puck, check here first.

NHLPA HOCKEY
SP — US/UK/Electronic Arts/16Mbit — SP4 87%

Getting a little bit long in the tooth, *NHLPA* is still a jolly great game. It plays well, but the graphics are a touch jerky, which is why *NLH Hockey* was able to squeeze past it into the lead. Not bad at all, though.

NHL STANLEY CUP
SP — US/Nintendo/8Mbit — SP18 79%

Not the best of the bunch, this one. A competent game, but sadly lacking that essential something that makes a god game a great game. But it plays quickly and is certainly exciting if you get good at it.

NAMCOT OPEN
SP — Jap/Namco/8Mbit — SP9 80%

Nice, this one. If you're looking for a golf sim, you could well be satisfied with this fellow. The graphics are good, too. They update quickly (which is important) and the whole game is slick and won't remind you of bad things.

NIGEL MANSELL F1 CHALLENGE
D — Jap/Gremlin Graphics/8Mbit — SP8 85%

What's this? A fast driving game that actually plays well? Well, yes. Perhaps 85% is too much, in retrospect, but there again, driving games have moved on.

NINJA WARRIORS
SB — US/Taito/16Mbit — SP20 84%

Yeah, so you walk along and smash up blokes, robots and throw motorcycles at folk. Big deal. But actually, this is a fun game (partly because, it has to be said, it's pretty easy). Bosses, nice graphics and thumping music do help, too.

NOLAN RYAN'S BASEBALL
SP — Jap/US/Romstar/8Mbit — SP 73%

He's something of a deity in the US, is Nole. But here he's unknown, and largely, so is his game. It's a bit dull and a bit fiddly, but as a baseball sim, it gets quite close to the heart of the game (if there is one).

NORTH STAR KEN 6
A — Jap/Toei/8Mbit — SP4 42%

You want big sprites? You get them here. But sadly, you're not getting any gameplay. In fact, it's fair to say that there's more fun to be had counting lumps of coal somewhere in the West Midlands. In the rain.

100% COTTON
S — Jap/Datam Polystar/8Mbit — SP21 79%

Don't you want to have a game with a name like this? Of course you do. And if you get *100% Cotton* you'll be playing a shoot-'em-up with a massive chunk of cutesy style and quite a bit of gameplay. But the problem is, it's as easy as lying in bed.

OPERATION EUROPE
ST — US/Koei/8Mbit — SP21 79%

Strategic games have to be very good to stand the slightest chance. This isn't and doesn't. Sorry, but them's the potatoes you're dealt.

OPERATION LOGIC BOMB
PZ — US/Jaleco/8Mbit — SP3 68%

A puzzly affair with nice graphics but that's about all. The gameplay is slow and dull, and even if you're blessed with an imagination like Terry Gilliam's, you won't be set alight by it.

OTHELLO WORLD
PZ — Jap/Tsukuda/8Mbit — SP24 52%

If you really are after an *Othello* game for your SNES, this is exactly what you want. But if you're not, there isn't much point. It plays *Othello* and nothing else. And at *Super Play*, we find that a little limited for our eclectic tastes.

MR NUTZ
P — UK/Ocean/8Mbit — SP13 86%

He's cute, he's colourful and he's in a good game as well. Mr Nutz is a squirrel who impressed us here, with his little bushy tail and his nicely designed platform levels. Jolly lovely stuff indeed.

NBA ALL-STAR CHALLENGE
SP — Jap/US/LJN/8Mbit — SP 56%

A well-presented little game, this. Of course, *NBA Jam* (out much later) slam-dunks it into a bin filled with cocked-hats, but nonetheless, it was playable and pretty when it first appeared.

MUSCLE BOMBER
A — Jap/US/Capcom/24Mbit — SP22 78%

Nice sprites, attractive scenery and quite a bit to do. This was rather impressive when it came out. But now it's looking rather more dated. Still worth a peep if you're in the mood.

MUSYA
P — Jap/US/Datam/8Mbit — SP 24%

Zy's just had a rant about this one in the office. It looks nice when you first start to play, but give it a few minutes and you'll realise that it's a pile of pump and you never want to see it again.

NBA JAM
SP — US/UK/Acclaim/16Mbit — SP17 87%

Now this is more like it. A marvellously playable basketball game with loads of options, tons of special moves and all the players you could ever need. It's truly the reigning monarch in the kingdom of 'hoops'. And it's Multitap-compatible, too.

NBA SHOWDOWN
SP — US/Electronic Arts/16Mbit — SP16 89%

Another classic sports game from the EA Sports Network. This plays a fast, violent game and boasts some rather lovely graphics. In fact, there are those that think it superior to *NBA Jam* (see our percentage if you don't believe us).

NFL FOOTBALL
SP — US/Konami/8Mbit — SP14 76%

There are some neat special effects in this gridironular game, but overall the game suffers from a lack of control. When you play US football, you want to be able to do virtually everything. And you can't, here. But still, it's not bad. *Madden's* beats it, though.

OUT TO LUNCH

P | UK/Mindscape/8Mbit | SP12 84%

Meet Pierre le Chef in this cute and challenging platformer. It's distinctly above average, and is a tough one which will also appeal to kids, because of the smile factor and the animated cheeses, and so on.

PILOTWINGS

P | Jap/US/UK/Nintendo/8Mbit | SP1 92%

Beautiful, dreamy and a lot of fun, this is one of the first games on the SNES to make people say things like 'Phew! This is nice. Hey, Arnold! Get in here and look at what our boy's plugged into his new console thing!'

PAC ATTACK

PZ | UK/Nintendo/8Mbit | SP21 69%

A little like *Tetris* crossed with *Super Puyo Puyo*, this is a pretty fair effort, but lacks the excitement of some other puzzlers (those just mentioned, in fact). *Pac-Attack* doesn't even benefit from having the *Pac-Man* character in it, either.

PINK GOES TO HOLLYWOOD

P | US/Tecmagik/8Mbit | SP17 76%

Quite an all right platform thing, this. But there are just too many flaws to make it the sort you'd marry and settle down in Buckinghamshire with. Perhaps you might consider a brief period of seeing each other on Fridays?

POPULOUS

ST | Jap/US/UK/Imagineer/8Mbit | SP2 85%

A god game, this. And a jolly good one. It's a little tricky to learn, but this shouldn't put you off, if you've got half a brain, that is. And it's a lot of fun, too.

PRO BASEBALL LEAGUE '93

SP | Jap/Sony/8Mbit | SP6 77%

Cute characters, sleek animation and some neat extras make this a fairly sought-after thing. But baseball games are traditionally a bit crap on the Super Nintendo.

PRO QUARTERBACK

SP | US/Tradewest/8Mbit | SP7 62%

Mode 7 graphics ahoy! But that's about the only good thing you can say about this game. Well, you could say that if you douse it in the stuff, it'll continue to smell of pot-pourri for hours. But that would be silly.

PRO SOCCER

SP | Jap/Imagineer/8Mbit | SP 27%

Ha! 27%! A game so rubbish that if you tried to torch it, the flames would probably recoil in horror and put themselves out rather than spread their hot plasma all over it.

PSYCHO DREAM

P | Jap/Riot/8Mbit | SP 33%

As crap as the worst advert on TV you can think of. In fact, even more crap than that. As crap as *Pro Soccer*. Yes. That should do it.

PALADIN'S QUEST

Alt name: Lennus (Jap)

R | US/Enix/8Mbit | SP16 62%

A competent and fun RPG, but it suffers from slashes of the bloody sword of *Secret Of Mana*. But if you want lots of RPGs, add this one to the inventory and enjoy it. Yes.

PINBALL DREAMS

BD | UK/Gametek/8Mbit | SP18 75%

Pinball is a tough one to represent on the SNES. But Gametek have made a fairly neat job of it. Not enough tables and a little bit lacking in the gameplay area is what this suffers from, though.

POPULOUS 2

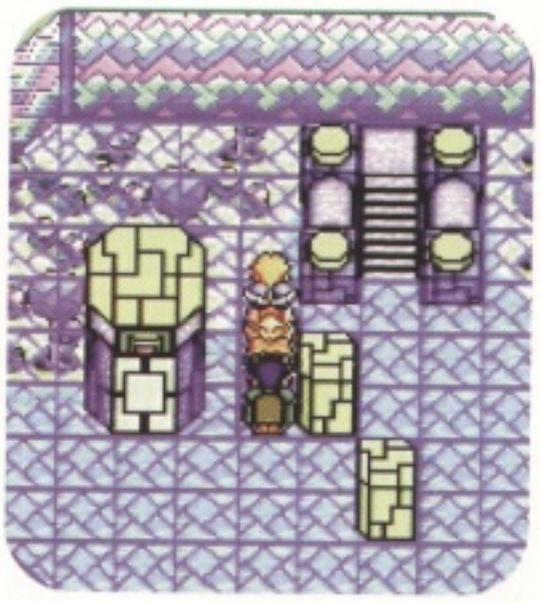
ST | UK/Imagineer/8Mbit | SP23 87%

Better than *Populous*, as you would imagine. This is improved in many ways, and is also bigger. So choose it unless you can get *Populous* at an incredibly cheap price. Which is always possible.

PUSHOVER

PZ | US/UK/Ocean/8Mbit | SP3 78%

You can be an ant in this domino-toppling game. It's not bad, but being an ant gets tiresome, as do the puzzles. So you'll lose interest after a few levels, I'm afraid. Or someone will pour boiling water on you.



PIPEDREAM

PZ | Jap/Bulletproof/8Mbit | SP2 66%

A puzzle game that will engage your interest for about the same length as it takes to watch an episode of *EastEnders*. Which is slightly less than half-an-hour, according to us, who time all soap operas regularly.

POWER ATHLETE

SP | Jap/Kaneco/8Mbit | SP4 49%

You know what happens if you leave some much-worn socks in a warm, damp plastic bag that also contains your swimming trunks? Well the smell of those socks after a few weeks is something akin to the niff you'll experience upon playing this game.

PLOK!

P | US/UK/Tradewest/8Mbit | SP14 90%

Another cute platformer. But this one is tricky, fun and has lovely graphics and some of the best sound you're likely to hear. From a platform game, at least. So give it a chance.

PEBBLE BEACH GOLF LINKS

SP | Jap/US/UK/T&E Soft/8Mbit | SP7 82%

A lovely little game, rather reminiscent of your favourite meal. And up to three people can enjoy the accuracy and fun of *Pebble Beach*, which is a golf course somewhere in the Americas.

PGA GOLF TOUR

SP | Jap/US/UK/Electronic Arts 8Mbit | SP5 60%

Not a very good golf game. It's like being forced to eat something you don't like much, but which falls short of making you ill. In my case this would be mushrooms. I really don't like them. There's something about their taste and texture...

POP 'N' TWINBEE

S | Jap/US/UK/Konami/8Mbit | SP8 84%

An shoot-'em-'up which caught a lot of people's attention because it employs weirdness almost as a matter of course. Which is certainly a good thing, we think.

POWERMONGER

ST | Jap/Natsume/16Mbit | SP23 79%

Similar to *Populous* and *Populous 2*, but a bit more war-like, this is a great game, and deserved more that the measly 77% it received. Unfortunately I wasn't on the mag when it got that mark. Otherwise...

PRINCE OF PERSIA

P | Jap/US/UK/Konami/8Mbit | SP5 89%

A good game, with the first wave of superb animation on display. Nowadays it's been superseded a bit, but it's still a classic and you'll derive many hours of enjoyment from its sleek cartridge-shaped case, and everything therein.

PHALANX

S | Jap/US/Kemco/8Mbit | SP1 70%

A scrolling blaster which won't thrill you to your very core. You won't lie awake, shaken after you play it. Nor will you creep home early just to caress the soft warm plastic case of the cart. In fact, you might like the graphics; that's all.

PRIME GOAL

SP | Jap/Namco/8Mbit | SP13 75%

Plays a good game of soccer, this. Unlike Bristol City (ha ha). er, anyway, the only problem with it is that the game runs too slowly. This makes it a tad easy when you're in two-player mode. Otherwise, it's fine.

NEXT MONTH

Er, listen. We're running out of those Top 5 ideas, you see. If you could see your way clear to sending in yours, we'll send you a pen or something. Usual address. Ta muchly, mates.

BACK ISSUES

ISSUE 1,2,3, *SOLD OUT*

ISSUE 4
Human Grand Prix reviewed; and a player's guide to *Another World*.

ISSUE 5
Game Genie vs Action Replay, *Assault Suits Valken* and *Fikikaikai* reviewed.

ISSUE 6
Starfox previewed; *Super SWIV* reviewed; *SFII* guide.

ISSUE 7
Starfox reviewed; fantasy game special; and lots more!

ISSUE 8
Pop'n Twinbee and *James Pond* reviewed; a player's guide to *Starfox*.

ISSUE 9
Loads on *SFII Turbo*; *Super Bomberman* challenge; an *Addams Family* guide.

ISSUE 10
Fixing your SNES; *Final Fight* and *Striker* reviewed; and a *Mystical Ninja* guide.

ISSUE 11
Super Mario Collection, *SFII Turbo* and *Mortal Kombat* reviewed; *Final Fight 2* guide.

ISSUE 12
A fantasy game special; an interview with Nintendo Hotline; and much more!

ISSUE 13
A football special, *Jurassic Park*, and *Top Gear* reviewed.

ISSUE 14
NIntendo's pricing policies; the horror of anime; *Sky Blazer*, *Clay Fighter* and *Plok!* reviewed; and more!

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ISSUE 15
What's in store for 1994?; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

ISSUE 16
R-Type III and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

ISSUE 17
Mega Man X and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

ISSUE 18
CES news; *Lufia*, *Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

ISSUE 19
Fatal Fury 2 reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book.

ISSUE 20
Super Metroid reviewed; a football special; a *Mega Man X* guide; and how to get hold of cheap carts.

ISSUE 21
Vortex previewed; *Super Bomberman 2* and *Dragon* reviewed; and a *Clay Fighter* guide.

ISSUE 22
Wild Trax reviewed; How to draw anime; Exclusive *Syndicate* feature; *NBA Jam* guide and more!

ISSUE 23
Super Street Fighter II reviewed; exclusive Squaresoft interview; *Super Metroid* player's guide.

ISSUE 24
Mortal Kombat reviewed; *Breath Of Fire* reviewed; *Super Street Fighter II* player's guide.

ISSUE 25
Sparkster and *Secret of Mana* reviewed; *Mortal Kombat II* player's guide; plus loads more.

ISSUE 26
Final Fantasy III, *Illusion Of Gaia* and *Syndicate* reviewed; *MKII* player's guide; and much more!

ISSUE 27
***Ultimate Parodius*, *Donkey Kong Country* and *Demon's Blazon* reviewed; *Rock 'n' Roll Racing* player's guide.**

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AD POLICE – File 1: Voomer Madness

Manga Video
26 minutes (dubbed)
RRP: £6.99
18

Blade runner has got a lot to answer for and its influence can be found throughout anime's Cyberpunk output. But in *AD Police* you could almost be forgiven for expecting Harrison Ford to jump out and pontificate on the moral dilemmas of 'retiring' a more human than human replicant. Well, maybe not. The *AD Police's* idea of dealing with an unruly android (or Voomer as they're known) usually consists of jamming a huge metal spike through its neck and blowing it away with enough firepower to cause a Third World arms scandal. Although this is billed as a *Bubblegum Crisis* side-story, the tone is much darker.

Set some time before *BGC*, rookie cop, Leon McNichol, (who by the time of *Crisis* is fully-fledged officer) has had a bit of a bad time with a beautiful female Voomer who seems to have the hots for him. After blowing seven bells out of her, Leon thinks he's seen the last of the phantom lady, but alas no. After another Voomer malfunction results in a dead colleague, Leon and his senior officer Geena are drawn into an investigation that reveals the true reason behind the Voomer's apparent madness, and why one in particular can't get Leon off her mind.

At only 26 minutes the plot forgoes any subtitles and tends to waste its time on lingering shots of scantily clad female Voomers getting wasted rather than beefing up the weak storyline (but if that's your thing...). It doesn't really warrant the lovely artwork lavished on it and a special mention has to go to the soundtrack which contains the most appalling American AOR (Adult Orientated Rock) I've heard in a long time. This is standard robot/violence/blood/swearing scenario stuff.

Wil Overton

2 out of 5

GENESIS SURVIVOR GAIARTH – Stage 1

Anime Projects
51 minutes (subtitled)
RRP: £12.99
PG

It was a time of magic, a time of robots and a time of bog-standard post-apocalyptic Earth type stories. Not realising that the war has been over for at least a century, Ital del Labard has been raised and trained by an ageing War-roid called Randis. When a new menace in the form of the BeastMaster appears and toasts Randis in front of Ital's very eyes, our boy hero has to venture out into a rather different world than the one he expected. Fortunately, he lands right on his feet and meets the lovely Sahari, a highly spirited Junk Hunter sporting some natty pink battle armour, and another old War-roid, Zaxon, who, although a bit amnesiac, still proves more than handy in a scrap. I'm not giving anything away when I say that the BeastMaster soon arrives on the scene again – could this be Ital's chance to avenge Randis's death?

Okay, so Gaiarth has its fair share of clichés, and it doesn't take a genius to guess what's going to happen next but it's all good sci-fi hokum stuff. The character designs by Kitazume Hiroyuki (also responsible for Pioneer's *Moldiver*) are clear and appealing and the mecha work isn't too outlandish. Don't be put off by the subtitles either. Produced by American company AnimEigo, they are clear and easy to read and it also proves that you don't need a stream of four-letter words to sell Japanese animation.

The PG rating *Gaiarth* gets could easily serve to put off anyone wanting something with the violence of *Overfiend* but put side by side it has just as much to offer, story-wise, than any blood soaked gore-fest. It also has the potential to reach an audience unable to buy an 18 release, and that's an awful lot of potential fans.

Wil Overton

3 out of 5

GENOCYBER – Stage 1

Manga Video
45 minutes (dubbed)
RRP: £9.99
18

An ill-fated Hong Kong in the next century: the Morgan Institute's research into Chi and other planes has been continued by Dr Kenneth, producing two prodigies in touch with the immense energy of vajra. Diana, the spiteful 'daughter' of Dr Kenneth, uses her power to induce horrendous psychic nightmares in his enemies; while Elaine is a feral child who escapes from the laboratory to find a friend in a street kid called Rat. Since she may prove to be the link to Genocyber, the ultimate being, she finds herself being chased by the Government, Diana, Kenneth, and other agents of Kuron Research.

Unfortunately, although it boasts the remarkably high standard of animation that's easy to take for granted when you've watched plenty of anime, *Genocyber* fails dismally to engage or entertain. The inclusion of real film footage and computer-rendered sequences isn't exactly seamless, and it's hard to appreciate these experimental touches when they stick out like a sore thumb. It draws attention to the disjointed and uneven nature of the direction throughout. It's an understatement to call it confusing: not as a result of the plot, but because *Genocyber* leaps from scene to scene, from character to character, without pausing long enough for any of them to fully develop. The scripting offers little assistance: whoever wrote this can't tell the difference between unilateral and multilateral disarmament. And just when you think it's been a bit lacking in the demon department, there's an enormous explosion wherein everyone duly obliges by transmuting into cybercreatures or superdimensional beings in order to smack each other. It's a shame because many people will think this is what anime is all about.

Zy Nicholson

1 out of 5

Slowly, the shiny, curly black wire slipped from the mouth of the chrome demon who clenched his pulsating claw and said 'Ooooh! Some new vids'.

Welcome to 1995. Another year has flown by and still the anime phenomenon seems to be growing. There are some top titles lined up for this year. Finally, we get the superb *Mobile Police Patlabor* and the massive Japanese hit *Ah! My Goddess* (now with a *'Oh'* instead of the *'Ah'*). All we really need now is someone to pick up some TV series rather than just single films and limited run OAV's. Don't forget, you can write to us at: Irresponsible Pictures, *Super Play*, 30 Monmouth Street, Bath, Avon BA1 2BW. Target lock-on!

IP NEWSLINE

Manga Video are following up their recent publishing acquisitions of *Manga Mania* and the *Street Fighter II* comic with an original launch of their own, *Manga Heroes*. It will be a full-colour 64-page monthly featuring a different strip based on a current movie, video or computer game each issue. The first issue, which went on sale on Jan 3 features Jean-Claude Van Damme's *Time Cop*, which rather begs the question of: where's the manga in that? By issue two though (on sale Feb 21), we'll be back on course with that manga mainstay – *The Guyver*.

One of the earlier Manga Video releases – *Fist of the North Star* – is due to get the live-action treatment. With an (all-star?) international cast including Gary Daniels (last seen in the Jackie Chan version of *City Hunter*) as Kenshiro, Japanese supermodel – Isako Washio and our very own Malcom McDowell, Fist is being directed by Tony (*Hellraiser II*) Daniels. There's no release date as yet but IP will be keeping a close eye on this one.

Above: Gary Daniels is going to have to be rock hard if he has any chance at all in recreating the fists of fury hero – Kenshiro.

The anime version of *Street Fighter II* went on sale in Japan as of January 1 with both Laser Disc and normal VHS versions. In the West no one has yet to pick up the film but in the US, Viz Video (no connection with the notorious British comic) have acquired the 45 minute *Fatal Fury* movie. Due for release sometime in the spring, the film will be dubbed rather than subtitled which could easily mean that British fans could soon be enjoying the simplistic but violent adventures of Andy and Terry Bogard.

IRRESPONSIBLE QUESTIONS

Dan Whelan from Clwyd asks if the *Thundercats* series had anything to do with Japan because of all the oriental names in the credits.

Although the actual animation for the series was, like many American produced cartoons, produced overseas, the story, characters and overall production originates from the States. Producing animation is a costly business and it's often a lot cheaper to get the bulk of the work (namely the actual animation) done somewhere like Korea or Taiwan.

Dan also asks if IP knows anything about a series that used to be shown on Children's BBC around the time when Philip Schofield was still in the broom cupboard called *'The Mysterious Cities Of Gold'*.

***The Mysterious Cites Of Gold* does in fact have very strong ties with anime. It was a French/Japanese co-production made by Jean Chalopin (now better known as the company DIC, responsible for many cartoons such as *Heathcliff* and *Inspector Gadget*). After his success with another co-production – *Ulysses 31*, Chalopin created *Cities Of Gold* mainly for French TV. But the series was picked up and translated into English by the BBC. The staff included two French directors, two Japanese directors and many well-know Japanese animators.**

If you have any burning questions about anime why not drop us a line at: *Super Play* – Irresponsible Pictures, 30 Monmouth Street, Bath, Avon BA1 2BW.

VIDEO DIARY

Welcome to the first Video Diary. Each month we'll be trying to keep track of the ever increasing amount of tapes to be officially released in this country. Because release dates are often changed by video companies before the tape actually appears, we can't guarantee absolute accuracy, but hey! We're only human.
All tapes are dubbed in English unless otherwise stated.

MANGA VIDEO
All tapes released 9 January
AD POLICE: THE PARADISE LOOP
THE GUYVER: DATA 10
GENOCYBER 2:
CRYING FREEMAN 5&6 (This is the end of the series)

KISEKI FILMS
All tapes released 23 January
STARBLAZERS Vol 3
ROBOTECH Vol 3
AMBASSADOR MAGMA Vol 5
ADVENTURE DUO 2
ADVENTURE DUO 1 (subtitled)
LEGEND OF THE OVERFIEND III (subtitled)

PIONEER LDCE
All tapes released 13 January
TENCHI MUYO, RYO OH KI 3
MOLDIVER 3
GREEN LEGEND RAN 1&2

ANIME PROJECTS
URUSEI YATSURA MOVIES 4&5
OH! MY GODDESS (March)
BUBBLEGUM CRISIS 1 (March)

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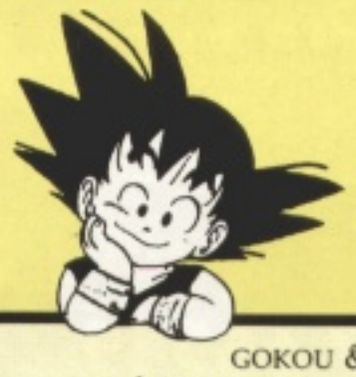

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NEXT MONTH

IN SUPER PLAY

ISSUE 29 ON SALE THURSDAY, 2 FEBRUARY 1995

WHAT DO YOU WANT FROM A MAGAZINE? TICK THE MOST APPLICABLE ANSWERS TO FIND OUT WHAT YOU SHOULD BE READING!

1. When you get the latest issue of your favourite magazine, do you;

a. Cut out all the pictures of Howard and Gary and stick them on your wall.
b. Check out the latest game reviews, news and anime info.
c. Take it home in your white Ford Bronco, driving very slowly.

2. Your perfect magazine would cover;

a. Both freshwater molluscs *and* sea-based crustaceans.
b. The entire SNES import world in great depth.
c. The entry wounds, so the bodies just appear to be sleeping;

3. I'd also like my mag to have;

a. A wipe-clean cover and plastic pages.
b. Fantastic anime coverage.
c. A selection of cast-iron alibis

4. As a bonus, it'd be nice to have;

a. A survey into the most common pig diseases.
b. Live From Hell City and Fantasy Quest.
c. A free cover-mounted defense attorney.

5. Overall, I'm after;

a. A magazine covering all that's new in crop rotation techniques.
b. Total coverage of the SNES world, plus loads more besides.
c. A sympathetic jury.

How did you do?

If you answered mostly a's – you're after *Pig Mollusc Underwater Farming* (with free Take That Posterbook).

If you answered mostly b's – congratulations! You're the ideal *Super Play* reader. Look out for the March issue – on sale Thursday, 2 February. It'll have all this and much more!

If you answered mostly c's – you are O J Simpson. Good luck!

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THE SUPER QUIZ ANSWERS

Welcome to the Super Quiz answers – the part of the magazine brought to you by the word 'priggish' and the number four.

EASY
1 *Kid Klown.*
2 Clown, apparently.
3 *Jurassic Park.*

MEDIUM
1 Redareemer.
2 *Firebrand.*
3 *Gargoyle's Quest.*

HARD
1 Döppelganger.
2 Glass Joe, Gabby Jay, Bear Hugger, Piston Hurricane, Bald Bull and Bob Charlie.
3 Begins.

Many thanks to the now semi-permanent Dan Whelan, who did the questions yet again. Ta, mate!

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